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ADVANCE WARS



SUPER STREET FIGHTER II: TURBO REVIVAL



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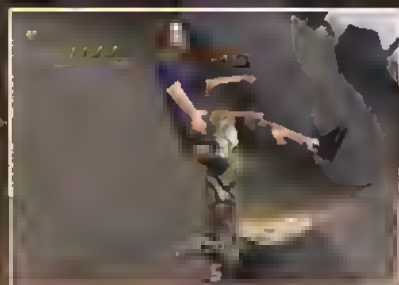
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With souped-up karts that corner on rails and a fierce competitive spirit, the Mario gang has speed to burn in the first portable installment of the fast and frenzied Mario Kart series. Mario Kart: Super Circuit features 20 all-new tracks and 20 bonus tracks, which you can unlock if you know how to put the pedal to the metal. Our massive Mario Kart: Super Circuit review leaves no course unconquered, offering complete maps and winning strategies, along with everything you need to know to come out ahead in linked races and battles.



ADVANCE WARS

36

When forces clash in the strategy epic Advance Wars, you'll know how to lead your army to victory after you read our comprehensive battle treatise. The review includes a complete campaign tree and tips on how to unlock every CO.



SUPER STREET FIGHTER II: TURBO REVIVAL

62

The ultimate version of Street Fighter II gets the Nintendo Power Advance breakdown featuring a full description of strengths and weaknesses for every one of the 16 fighters and a comprehensive list of moves. Round one, fight!



JURASSIC PARK III: PARK BUILDER

72

You can do what John Hammond failed to do—build a successful, profitable and peaceful Jurassic Park, which includes 140 types of dinosaurs. Our strategy-packed guide will take you from DNA samples to a five-star park in a hurry.



LEGO BIONICLE: QUEST FOR THE TOA

84

Piece together a winning campaign on the island of Mata Nui with a step-by-step walkthrough of LEGO Bionicle. We cover the liberation of every village, the location of every stone and strategies for winning the half-dozen minigames.



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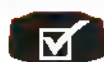
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MAP-RELATED
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CAUTION!
DANGER!



POWER MOVE!



MULTIPLAYER



UNLOCK A NEW
LOCATION



MORE INFO
ONLINE

MARIO KART: SUPER CIRCUIT



Mario, Wario and the rest of the Mushroom World gang hit the track revving for fast fun in the first portable Pak of the Mario Kart series. Mario Kart: Super Circuit features 40 courses, incredibly competitive racing action with a lot of lead changes and multiplayer options for up to four linked players. It's crazy, kooky and cool.



GENRE: RACING

PLAYERS: 1 TO 4

RELEASE: AUGUST 2001

WEBSITE: NINTENDO.COM/MARIOKART



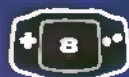
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EIGHT RACERS, DRIVEN TO WIN

With a case full of trophies up for grabs, the eight popular participants of Mario Kart: Super Circuit are prepared to do anything to cross the finish line first—toss shells, drop banana peels or run each other off the road. It's a wild, challenging race that's all in the spirit of competitive fun.



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THE MANY MODES OF MARIO KART

Mario Kart: Super Circuit features a large collection of playing modes for both individual and multiple linked players. Linked play requires as many GBAs as there are players (up to four) and enough GBA Game Link Cables to hook them together. There are Single-Pak and Multi-Pak multiplayer modes.

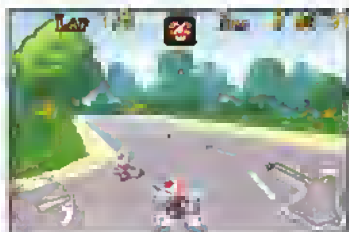
SINGLE-PLAYER MODES

MARIO GRAND PRIX



The Mario Grand Prix features five standard cups that include four races each, along with five bonus cups for 40 races in all. Selectable engine classes (50cc, 100cc and 150cc) offer three different difficulty levels.

TIME TRIAL



You can challenge the top track times, record your own personal bests and race against a pace-keeping ghost in Time Trial Mode. You'll start each run equipped with Triple Mushrooms for three bursts of speed.

QUICK RUN



The Quick Run Mode allows you to skip directly to any track from any available cup and go up against a full field of competitors for a single race. It's good practice for the Mario Grand Prix.



MULTIPLAYER

MULTI-PAK RACES



If every linked GBA is equipped with a Game Pak, linked players can compete against each other in the Mario Grand Prix and in one-shot Vs. Races, similar to Quick Run Mode.

MULTI-PAK BATTLE



Up to four players can go head-to-head in any of four battle arenas. The object is to pop your competitor's balloons with shells.

SINGLE-PAK RACES



If linked players have only one Game Pak between them, they can race, all with Yoshi, in the four races of the Extra Mushroom Cup.

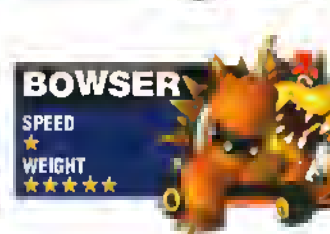
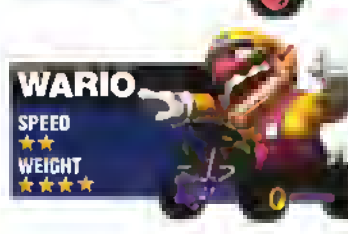
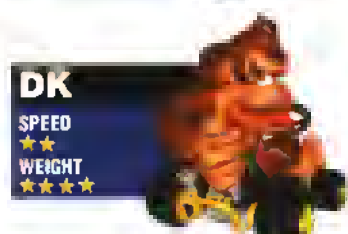
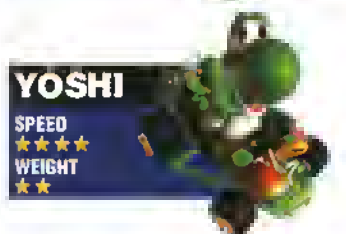
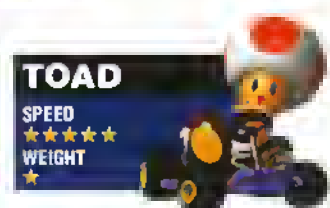
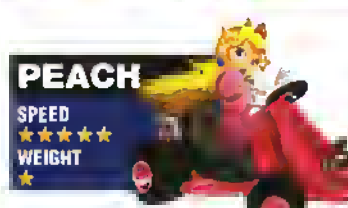
GHOST DATA EXCHANGE



Multiple players, each with a Game Pak, can trade top Time Trial accomplishments Pak-to-Pak, allowing one player to race against the ghost data image of another player.

CHARACTERS IN CONTROL

Every kart-racing character in the game has a unique personality and special driving attributes. Mario and Luigi are the most balanced drivers, while Toad and Bowser each have major strengths and weaknesses. The ratings below show where each character rates in two important categories.



LIGHT AND FAST OR HEAVY AND POWERFUL



Racers with high speed ratings accelerate quickly and do well in the dirt. Heavy racers are sturdy and can really tear up the track when they get going.

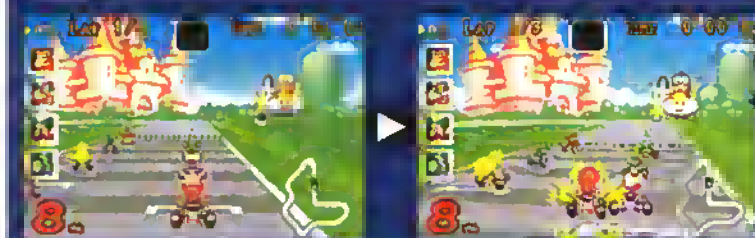
SUPER CIRCUIT TRICKS AND TACTICS

While basic driving skills and good command over your kart will take you far in the 50cc class, you'll need significant racing experience and knowledge of advanced tactics to go for the

Gold Trophy in the 100cc and 150cc classes. The competition is ruthless and the challenge is intense. Try to launch from the gate with a rocket start and stay in the lead.



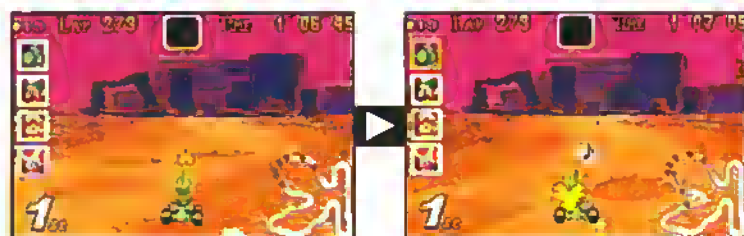
BLAST OFF WITH A ROCKET START



You can start each race with an immediate burst of speed if you rev the engine with the right timing and don't overheat it. While you're waiting for the green light, press and release the accelerator repeatedly. If your timing is right, you'll dart out ahead of the pack as the race begins.



SLIP INSURANCE



If you hit a banana peel, you'll spin out and sit idle for a few seconds while your competitors close in on you or increase their leads. You can avoid spinouts if you hit the brakes at the time wheel-peel contact is made. A musical note will appear from your character and you'll resume racing without spinning.

CATCH SOME AIR



You can execute a minijump with a tap of the R Button. You won't go very high, but you will be able to jump over small obstacles. It's better to jump over obstacles than to cover extra ground by driving around them. A quick hop also helps you skid around corners.



TAKE OFF WITH A POWER SLIDE



If you master the power slide technique, you can use tight turns to your advantage. As you go into a hairpin, press and hold the R Button to jump, then slide. As you straighten out, release the R Button. If your timing is right, you'll get a burst of speed.

TURN IN PLACE

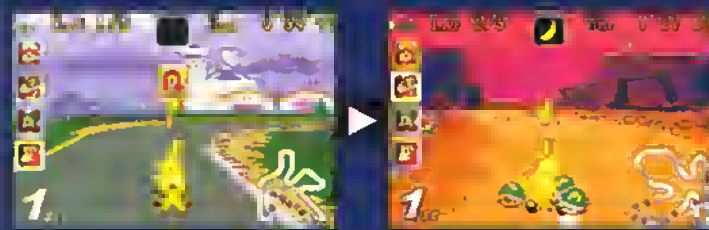


If you're stuck in a corner or facing a wall, you can turn around quickly by pressing the A and B Buttons simultaneously while turning left or right.



GET RICH, GET QUICK

BOOST STRENGTH AND SPEED

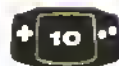


There are coins scattered over every track. When you collect them, you'll improve your kart's overall durability and top speed. Accumulate as many coins as you can and try not to lose them in collisions.

UNLOCK BONUS TRACKS



By collecting coins, you can unlock bonus tracks. After you earn a Gold Trophy in every cup, enter any cup again and collect 100 coins or more in the cup's four races. You'll unlock an additional set of tracks.



WIN WITH ITEMS



Every ? Block contains a useful item. You can use items to give your kart a boost or slow down your opponents. If you get the right item and use it at the right time, you can advance several places in the standings late in a race. If you press and hold the L Button, you can hold Bananas or Shells while you collect another item.



BANANA



You can drop a Banana or toss it ahead of your kart. If an opponent slips on the peel, he or she will spin out and lose control for a few seconds. Beware! You can slip on your own peel.



BOO



When you unleash a ghost, it will make your kart transparent for a moment and steal an item from an opponent. The Boo will also track down the current leader and slow down his or her kart.



MUSHROOM



When you pick up a Mushroom and put it to work, you'll get a burst of pure speed. Mushroom power is very useful for breaking away from the pack or cutting through patches of rough terrain.



LIGHTNING



You can shrink and slow down your competitors for a short time with a bolt of Lightning. You'll find that the opponent's karts are more vulnerable in their diminutive state.



GREEN SHELL



If you manage to hit an opponent with a shell, the competitor's kart will spin out and stop for a moment. A Green Shell travels in a straight line and hits anything in its path. You can fire them forward and backward.



SPINY SHELL



The rare Spiny Shell is a very useful item if you are far back in the pack. When you release the shell, it seeks out the lead kart while knocking out every other kart on the way.



RED SHELL



A Red Shell seeks out the closest competing kart and sets it spinning on impact. Like all shells, you can release it ahead of or behind your kart. You can also drag the item by pressing and holding the L Button.



TRIPLE GREEN SHELL



When you use a triple shell combo, the shells will surround and protect your kart. You can also release Triple Green Shells into a straight path so that they knock out karts that are ahead of yours.



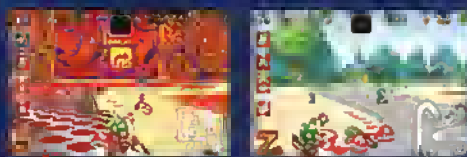
STAR



Stars have always been useful items in Mario games. When you use a Star in this game, your kart will pick up speed and become invincible for a few moments, allowing you to knock out obstacles and opponents.



TRIPLE RED SHELL



Like Triple Green Shells, Triple Red Shells surround your kart. You can release them, one at a time, to home in on and knock out your closest competitors.

MUSHROOM CUP

The first cup in the Mario Grand Prix provides a good opportunity to practice your basic driving skills and racing techniques. Try to pick up and use as many items as you can to familiarize yourself with their powers. After you grab the gold, you'll be ready for tougher challenges.

MAP KEY

	START/FINISH		CRAB
	ITEM BOX		THWOMP
	COIN		

PEACH CIRCUIT

3 LAPS

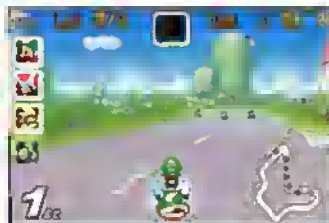


COIN COLLECTION MADE EASY



By collecting coins, you can bolster the top speed and durability of your kart. In the Peach Circuit race, all of the coins are near the middle of the track. During the three laps of the race, you should easily be able to collect 30 or more of the track's 50 coins.

POWER SLIDE ON SHARP TURNS



The Peach Circuit track features a few sharp turns that can provide you with power slide practice. Press and hold the R Button to jump and slide into a tight corner. Straighten out at the end of the turn and release the R Button to give your kart a quick burst of speed.

1 CUT ACROSS THE CORNER



You'll discover a patch of open grass on the inside of the last turn on the backstretch. If you have a Mushroom or a Star, you can cut across the grass without slowing down and either catch up to your competition or add to your lead.

2 ISLAND SHORTCUT



As you enter the backstretch of Shy Guy Beach, immediately after passing a large patch of grass, you'll find a small island to the left. Hop onto that island, collect as many coins as you can and continue on to the next large land mass. The island shortcut will shave seconds off your time.

3 SHALLOW WATER HOP



Your kart will lose some speed if you steer into the shallow water. You can avoid the water between the series of small islands in the backstretch with hops. Jump from island to island and keep your competitive edge while maintaining top speed.

KEEP AWAY FROM CRABS



If you collide with a crab on the beach, you'll lose control for a moment and risk driving into deep water, a sure way to lose your position in the race. Watch the movement of the crabs and steer away from their paths.

SHY GUY BEACH

3 LAPS



RIVERSIDE PARK

3 LAPS

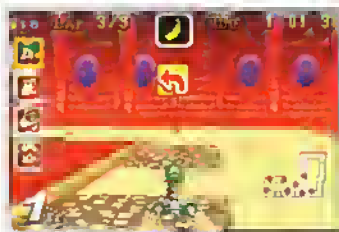


POP INTO A POWER SLIDE



There are two sections of the Riverside Park course where you will use boost pads to jump across wide gaps. Both boost pad sections follow sharp turns. Try the power slide technique to gain even more speed as you fly.

ROUGH ROAD RUMBLE



The Bowser Castle 1 course features several patches of rough track that will slow a heavy kart down to a crawl. You can easily cut across them if you're in a light kart, but you should avoid them if you're driving with DK, Wario or Bowser.

THWOMP STOMP



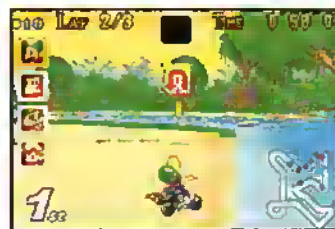
Heavy Thwomps rise and drop on the course. If you drive under a Thwomp at the wrong time, your kart and character will be flattened. Watch the Thwomps carefully and avoid them when they're on their way down.

FIREBALL FRENZY



On the Bowser Castle backstretch, you'll hop over several patches of open lava. If you're not careful, you'll be scorched by fireballs that pop up from the hot stuff. Watch them as you approach and steer clear as you jump.

GO WIDE, CAPTURE COINS



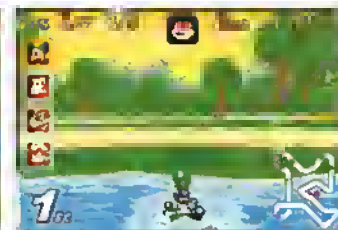
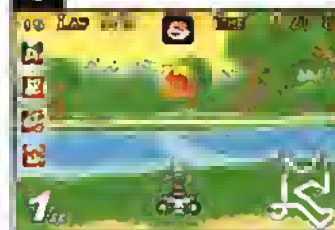
You'll discover lines of coins on the outside edge of several curves on the Riverside Park course. If you are in need of coins, go wide on the turns. Straighten out when you reach the coins and try to collect them all in one pass.

4 BOARDWALK BLAST



You'll find a narrow, broken bridge after you negotiate the track's first sharp turn. If you have a Mushroom, you can blast off over the break in the bridge and score a big shortcut.

5 SHALLOW WATER SHORTCUT



Most of the water on the Riverside Park course is very deep, except for one strip on the backstretch. As you race into the backstretch, look to your left and seek out the white strip over the river. Race over that section carefully to save a lot of time.

BOWSER CASTLE 1

3 LAPS



FLOWER CUP

The second set of four races is more challenging than the first, with many more winding areas and 90-degree angles. It starts simple, with the straightforward Mario Circuit, but quickly gets tricky with trap-filled Boo Lake and slick-surfaced Cheese Land.

MAP KEY

	START/FINISH		MOUSER
	ITEM BOX		TNWOMP
	COIN		

MARIO CIRCUIT

3 LAPS



DRIVE AWAY WITH EASY MONEY



Many of the coins on the Mario Circuit course are arranged in large clusters or in straight lines. In your three laps around the course, you should be able to collect the bulk of the track's coins and be well on the way to your goal of 100 or more for the Flower Cup.

6 OUT OF THE WAY ITEM BOX



Not long before you get to the second group of three item boxes on the course, you'll find a single box on the side of the road. If you are far behind in the race, there is a good chance that the box will contain a very helpful item, such as Lightning or a Star.

7 TAKE A SIDE TRIP FOR COINS AND A BOOST



A narrow lane that detours off the home stretch contains a lineup of eight coins and a boost plate. If you lose any time by taking the road less traveled, you'll gain it back again, and then some, when you hit the plate.

8 SLIM SHORTCUT



After you fly over two long gaps, with help from boost plates and jumps, you'll take a sharp turn into an area that zig-zags, then splits. You can avoid a couple of quick turns in that area by driving straight onto a narrow bridge that joins the track again after the split.

9 BUMPY BRIDGE



The two successive 90-degree angles near the end of the backstretch are fairly easy to negotiate, but they do take some time. You can cut through that area by veering onto a wide, but bumpy, bridge.

BEWARE OF THE DISAPPEARING RAILING



The blocks at the edge of the track disappear when you hit them, leaving a hole where there once was a rail. If you steer into the same area on your next time around the track, you'll go over the edge.

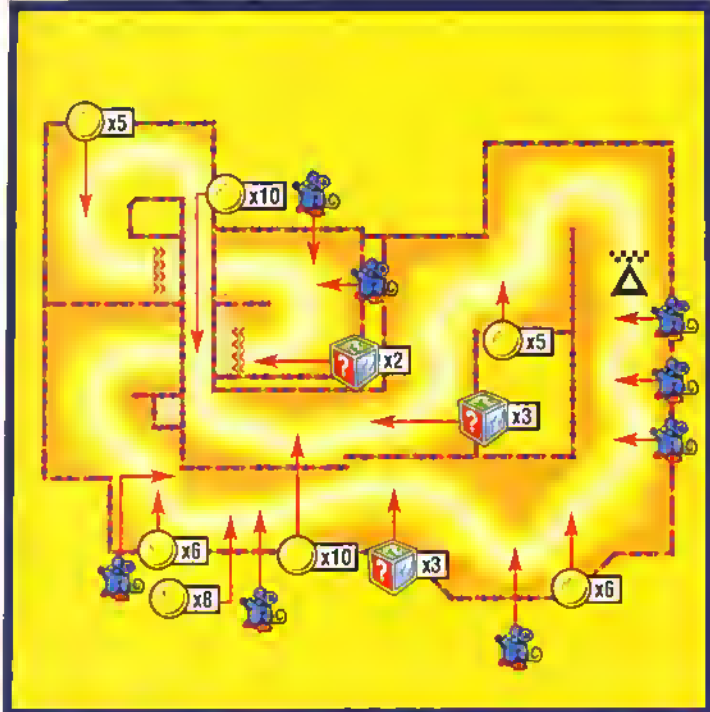
BOO LAKE

3 LAPS



CHEESE LAND

3 LAPS



SLIPPERY SHOULDERS



The surface on the sides of the Cheese Land track is pretty slick. You will spend much of your time on the course sliding into winding passages. You'll lose speed if you hit the darkest sections of the track's shoulder.

TURN, SLIDE AND BOOST



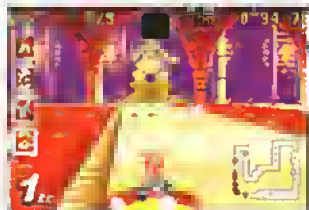
You'll jump over two intersecting sections of track in quick succession on the backstretch. Both jumps follow sharp curves. You can use the power slide technique to get an extra burst of speed before you span the gaps.

MOUSER MENACE



Many Mousers skitter back and forth on the Cheese Land course. If you collide with a Mouser, you'll temporarily lose control and possibly slide into the side of the track. Avoid rodents if you can.

STRAIGHTEN OUT AND FLY FORWARD



You'll find boost plates immediately after you negotiate three of the toughest turns on the first half of Bowser Castle 2. As you straighten out from the turns, try to hit the plates so you can recover your speed.

RETURN OF THE THWOMPS



Heavy Thwomps rise and fall on the Bowser Castle 2 course. If your timing is off while you drive under them, your kart and character will be squashed—a major blow to your bid for first place.

TRIPLE TROUBLE



Two sections of the Bowser Castle 2 track are littered with rough surfaces, jumps and lava pits. Drive through those sections slowly and carefully. You can pass competitors elsewhere. In the hazardous sections, survival is key.

BOWSER CASTLE 2

3 LAPS



CUT OFF COMPETITORS WITH INDIRECT ITEMS

DROP BANANAS IN NARROW PASSAGES



Your competitors will be more likely to slide on banana peels if you place the peels in narrow sections of the track. Wipeout!

BOUNCE GREEN SHELLS OFF THE RAILING

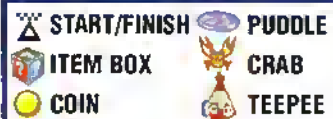


Green Shells travel in a straight path and bounce off the railing. You can cause a lot of trouble for your competitors if you can set up the perfect bank shot.

LIGHTNING CUP

From the rain-soaked track of the Luigi Circuit to the loose, rocky surface of Sunset Wilds, the courses of the Lightning Cup feature a large selection of slippery surfaces. You will do well in the series if you approach curves with caution and avoid obstacles.

MAP KEY



LUIGI CIRCUIT

3 LAPS



WATER HAZARDS



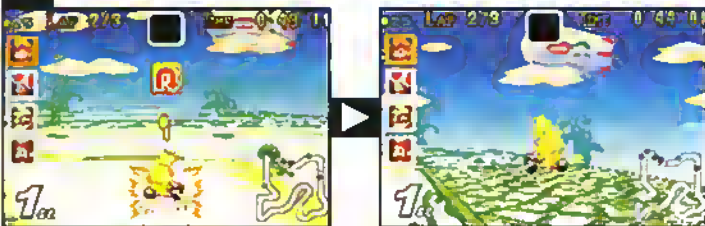
The Luigi Circuit racetrack is marked with slippery puddles. If you hit a puddle, you'll lose control of your kart for a moment and slow down to a crawl. Watch out for the wet stuff.

SLIDE INTO THE TURNS



The track is not only slippery, it's also packed with curves. You can do well around the curves if you perform controlled slides. Press and hold the R Button to hop and turn early. Slide inside, straighten out and go.

10 SKY-HIGH SHORTCUT



If you have a Mushroom, you can take a very long leap after the first big turn. Veer off the main path to the right, use the Mushroom for a burst of speed, then jump. If you land safely, you'll save a lot of time.

11 RIDE THE CLOUDS



With precise jumping skill and daring, you can cut across the last big curve of the backstretch. As you approach the curve, veer toward the cloud in the middle, jump across the short gap to the cloud, then jump again when you reach the cloud's far edge.

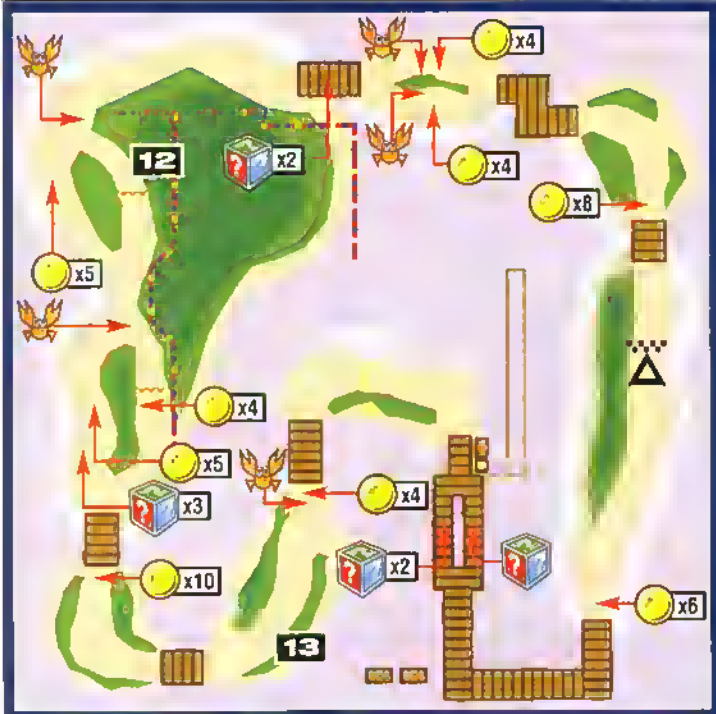
SKY GARDEN

3 LAPS



CHEEP-CHEEP ISLAND

3 LAPS



HOP FOR A TURBO BOOST



If you're traveling too fast near Sunset Wilds' boost plates, you'll jump off bumps and fly over the plates. Hop over the first bump to land on the jump plate, then fly over the rest of the bumps and plates with boosted speed.

DON'T VEER OFF COURSE



The rough shoulder on the side of the track can really slow you down, especially if you are driving a heavy kart. Do what you can to stay on the track, even if it means braking on sharp corners.

WATCH FOR SHY GUYS



Shy Guys have set up camp in the middle of the track. If you hit one of their structures, a Shy Guy will ride with you for a while and severely slow down your kart. Don't let that happen.

12 VEER LEFT AND BOOST



As you enter the backstretch, you'll approach an area where the path splits. You'll find coins to your right and boost plates to your left. If you're in need of speed, go left.

13 DAREDEVIL SHORTCUT



The payoff is as great as the risk in a shortcut that leads to the home-stretch. If you have a speed-boosting Mushroom, you may be able to pull it off. Use the Mushroom at the edge of the water and aim for the docks with boost plates. If you make it to the docks, you'll make the cut.

SUNSET WILDS

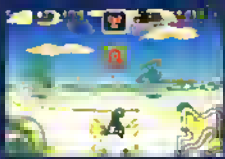
3 LAPS



TAKE ADVANTAGE OF SHORTCUTS IN TIME TRIALS



TRIPLE MUSHROOMS GIVE YOU THREE BURSTS OF SPEED



You'll start every Time Trial test with Triple Mushrooms in your Item box. Use the three-Mushroom blast to cross shortcuts that require a burst of speed.

STAR CUP

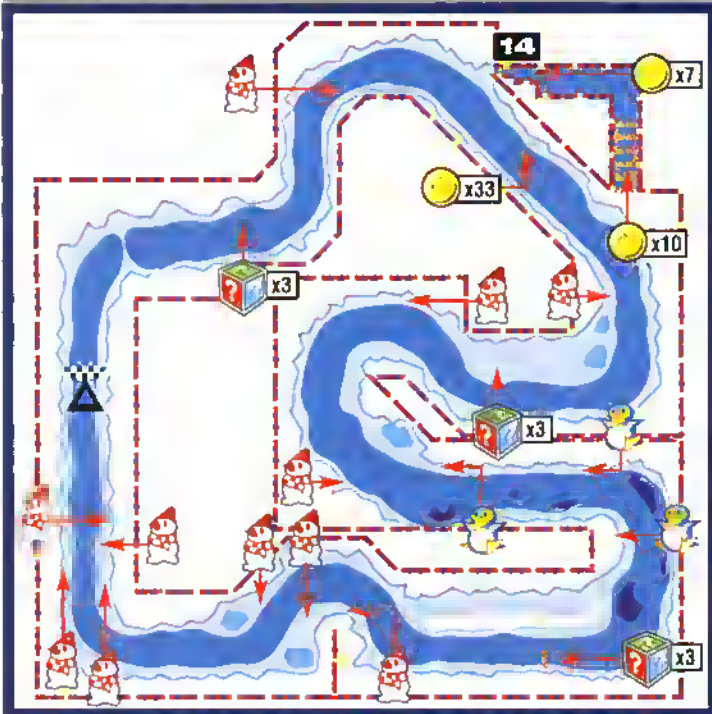
A snowfield and a desert are at the challenging, yet opposite, extremes of the Star Cup. Every course features dangerous obstacles which could easily turn a good run into a disaster. Stay alert and try to take advantage of shortcuts.

MAP KEY

	START/FINISH		PENGUIN
	ITEM BOX		PIRANNA PLANT
	COIN		THWOMP
	SNOWMAN		

SNOW LAND

3 LAPS



14 FOLLOW THE MONEY



Two turns after the start of the race, you'll see a line of coins to the left, which will lead you off the main track. Take the coins, then turn sharply to the right and take advantage of several boost plates in a row.

WATCH FOR WATER AND ICE



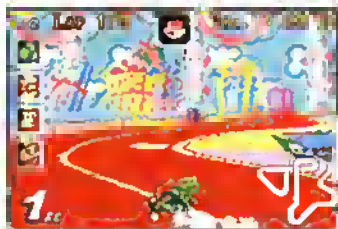
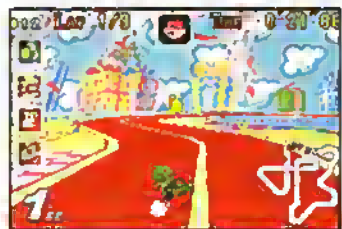
Holes in the ice and extra-slick ice patches make the Snow Land course a wet and slippery challenge. Hit the brakes if you start to spin out on the very slippery stuff, and avoid the water or you'll sink.

BLAST OFF WITH A BOOST BONANZA



The Ribbon Road course is loaded with boost plates. At times, it seems like they are around every turn. Take a practice run to scope out their locations, then hit them all when you're racing for real.

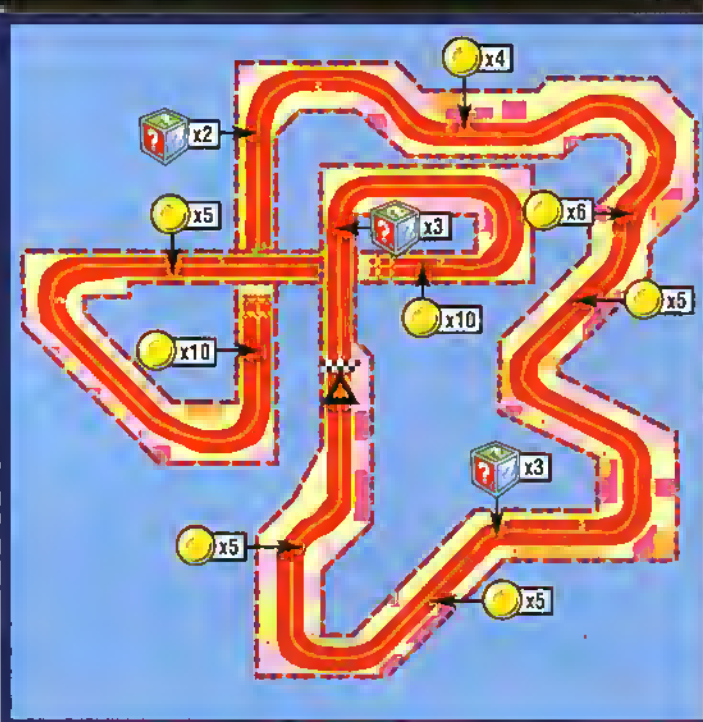
CONTROL YOUR SLIDES IN TURNS



You'll slip and slide a lot on the track's many turns. If you press and hold the R Button on a turn, you'll hop then drift with more control over the slide and you will be able to straighten out quickly.

RIBBON ROAD

3 LAPS



YOSHI DESERT

3 LAPS



SAND TRAP



If you get too close to the dark circles of Yoshi Desert, you'll sink into quicksand and be spat out by a Fire Flower. The hazard will negatively affect your track time and your position in the race. Avoid the quicksand at all costs.

15 CATCH AIR, FLY OVER WATER



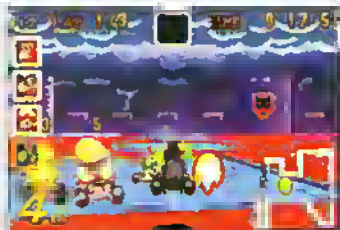
As you approach the homestretch, you'll find a ramp where the lake meets the barrier. Swing around to the right of the quicksand circle nearby, double-back a little and hit the ramp. You'll fly over the lake for a shortcut.

STAY CENTERED



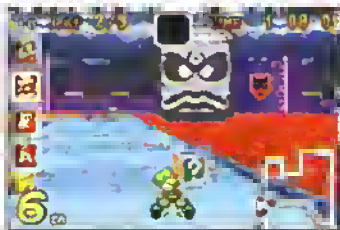
All Bowser Castle courses feature sections with a rough, hole-filled texture. Two of those passages in the Bowser Castle 3 course appear to have pieces missing to the left or right. If you stay in the middle of the track, you'll be able to negotiate the passages easily.

FIRE DOWN BELOW



When you leap over lava, you are in constant danger of being scorched by fireballs. Watch the pattern of the shooting fireballs as you approach the pits and try to jump in places where the fireballs don't appear.

SPECIAL ITEMS BEHIND THE THWOMP



After you survive a series of five jumps over lava, you'll find a single item box on the other side of a rising and falling Thwomp. Steer around, or under, the Thwomp and hit the box. If you're far back in the pack, you'll probably collect a very helpful prize.

BOWSER CASTLE 3

3 LAPS



PUT COMPETITORS OFF COURSE

THROW YOUR WEIGHT AROUND



If you have Bowser, DK or Wario on your kart, you can use the character's weight to knock smaller characters off the track.

SEND THEM SPINNING OFF THE TRACK



By placing Bananas near the edge of an airborne track or hitting competitors with shells in narrow areas, you stand the chance of sending opponents into the void.

SPECIAL CUP

You'll unlock the Special Cup in a given class once you win the Gold Trophy in the first four cups of that class. The Special Cup offers advanced challenges in the form of dangerous obstacles and tricky turns. Be prepared.

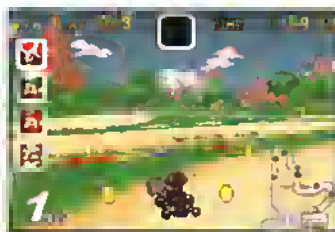
MAP KEY

	START/FINISH		ROCK		WIND-UP
	ITEM BOX		BOO		STAR
	COIN		THWOMP		CLOUD

LAKESIDE PARK 3 LAPS



DON'T GET HIT BY HOT ROCKS



Lava rocks pop up and burn out quickly on the backstretch of the Lakeside Park course. If a rock is in your path, steer out of the way. Contact with lava can scorch your kart and slow you down.

GO STRAIGHT, GO FAST



You'll find boost plates on the outside edge of the track after two tight corners. If you approach the plates at an angle, you'll be in danger of hopping over the railing and losing some ground. Try to straighten out and hit the plates to go forward quickly.

CUT CORNERS



The Broken Pier course includes ramps on the edge of a few abrupt corners. Stay on the inside of those corners and hit the ramps. You'll hop over to the other side and shave a little time off your run.

16 ISLAND HOP



Before you reach the course's first rickety bridge, you'll spot a floating island in the middle of the void. If you have enough speed, you can drive off a ramp and jump to that island, then boost and jump to the other side of the bridge for a good, quick shortcut.

BEWARE OF BOOS



Several Boos haunt the Broken Pier course. If you come into contact with a Boo, it will circle around you for a while, steal coins and slow you down. Veer to avoid them.

BROKEN PIER 3 LAPS



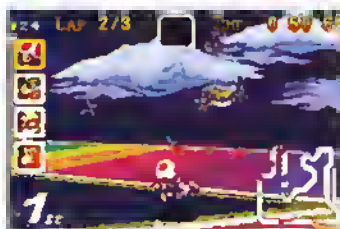
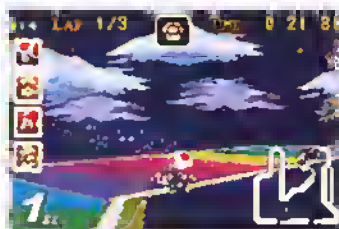
3 LAPS



TURN AND BOOST



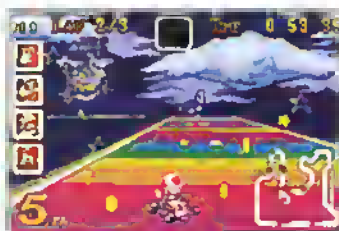
BOUNCE OVER THE RAILS



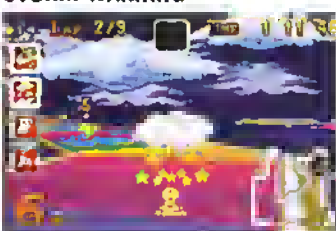
17 SPEED-ENHANCED SNORTCUT



STEER AWAY FROM STARS



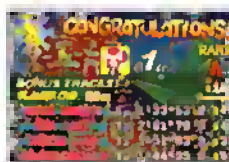
STORM WARNING



MARIO KART: SUPER CIRCUIT

EXTRA MUSHROOM CUP

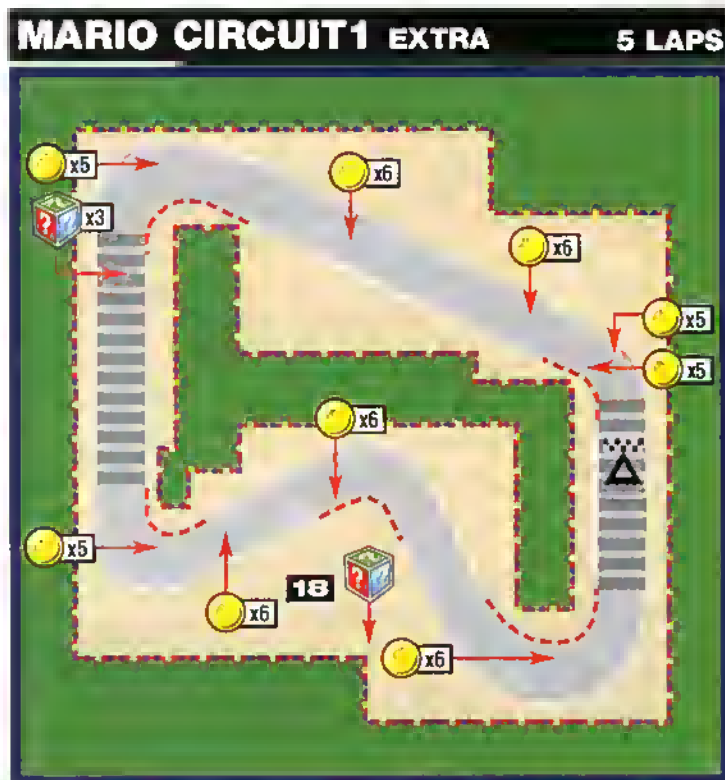
With an armful of Gold Trophies and a bagful of coins, you'll be able to enter the Mario Kart: Super Circuit extra cups. If you've played the original Super NES game, the extra tracks will be familiar. They begin with the four fast and relatively short tracks of the Extra Mushroom Cup. The races are still pretty long, though, as they are five laps, instead of three.



MAP KEY

- START/FINISH
- ITEM BOX
- COIN

Once you've earned a Gold Trophy in each of the game's five standard cups, you can unlock the extra tracks by returning to each cup and earning 100 coins or more per four-race set.



18 OFF-ROAD ITEM BOX



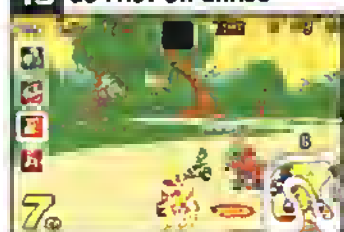
You'll find an item box in an outside shortcut near the end of the backstretch. When you cut across the second-to-last turn, you'll see the box in the distance. Keep racing across the dirt, collect the item and rejoin the track at the homestretch.

LIFE IN THE FAST LANE



With no sharp turns or obstacles to break up the pack, the Mario Circuit 1 course can be very crowded and competitive. The best way to separate yourself from the crowd is to collect items at every opportunity and use them either to dart ahead or to make your foes spinout.

19 GO FAST ON GRASS



There is a break in the wall on the third curve. You can cut through the break and skip the curve for a shortcut over the grass. The shortcut is particularly effective if you are driving a light kart or if you have a speed-boosting item, such as a Mushroom or a Star.

ZIGZAG SLIDE ON THE S-CURVES



The dirt track of the Donut Plains 1 course can be slippery. You'll slide into most corners if your speed is near the limit. On the S-curves, you'll recover from one slide and go right into another one. Stay alert.

DONUT PLAINS1 EXTRA 5 LAPS



GHOST VALLEY 1 EXTRA 5 LAPS

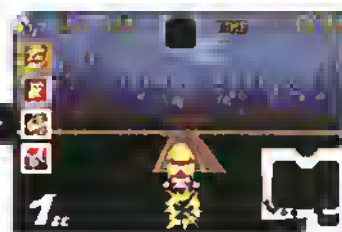


20 PEEL OUT IN THE BOTTLENECK



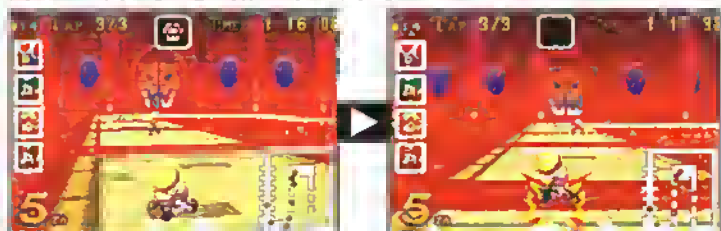
The narrow section after the first 90-degree turn in Ghost Valley 1 is a great place to leave a Banana for the racers behind you. They'll be more likely to hit the peel and spin out if there's no room to maneuver.

21 LONG DRIVE, SHORT PIER



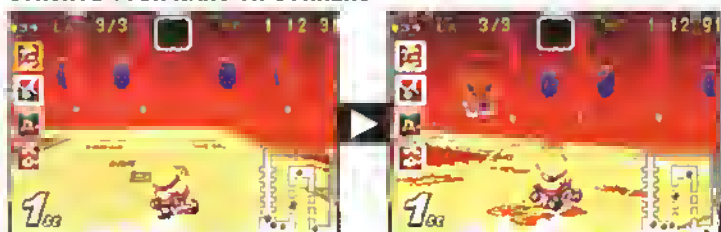
A successful jump over the break in the bridge near the end of the course requires precise timing and a burst of speed. If you have a Mushroom, use it on your approach to the gap, then jump when you reach the edge. You'll clear the jump with very little room to spare.

NO NEED FOR SPEED ON SHORT HOPS



While you may need a Mushroom-powered burst of speed to clear some jumps, you can coast into the lava-hop area of the Bowser Castle 1 course without a boost and easily avoid splashing into the hot stuff.

CONTROL YOUR KART ON CORNERS



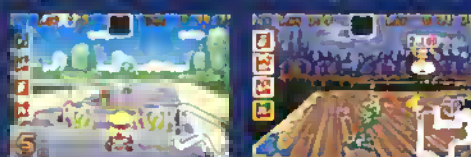
The method of hopping into a turn gives you more control in your slide. In sections where there are two 90-degree turns in close proximity, you'll get good results by executing the hop-turn-slide combo twice in a row.

BOWSER CASTLE 1 EXTRA 5 LAPS



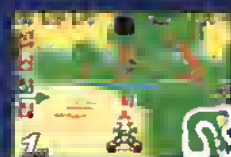
ITEMS ARE RARE AND VALUABLE ON EXTRA TRACKS

SMALL TRACKS HAVE FEW ITEM OPPORTUNITIES



It's fairly common to find only one set of three item boxes on the extra tracks. That boils down to one chance per lap to get something that will help you outlast the competition. Be sure to hit a box when you have the chance.

SEARCH FOR SINGLE BOXES



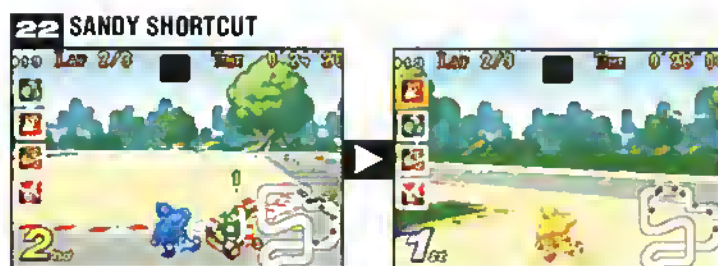
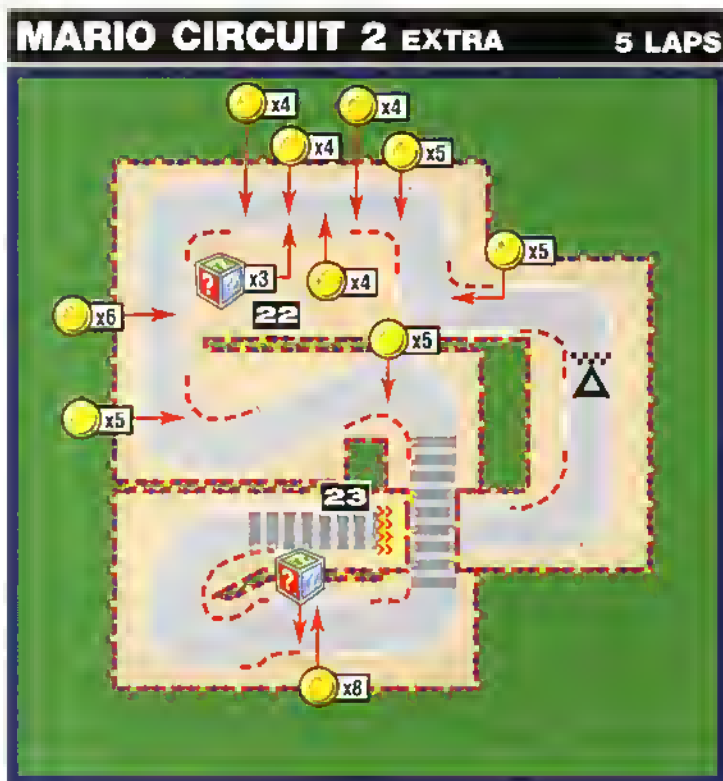
As you race, you will find the occasional lone item box on the side of the road. Single boxes can contain very useful items, especially if you are far back in the pack.

EXTRA FLOWER CUP

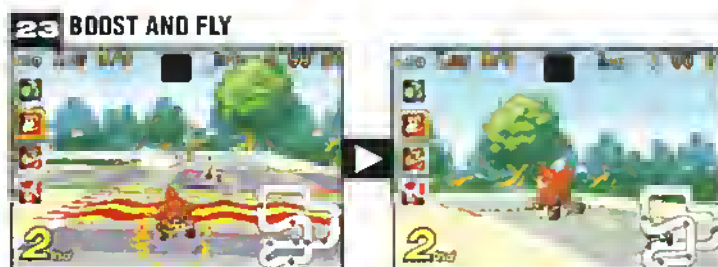
The tracks of the Extra Flower Cup are nearly as short as the Extra Mushroom Cup courses, but they are slightly more complex and obstacle oriented. As is the case with other cups, the Extra Flower Cup begins with a speedway-style race track and moves on to tracks with more slippery surfaces as it progresses.

MAP KEY

START/FINISH
 ITEM BOX
 COIN

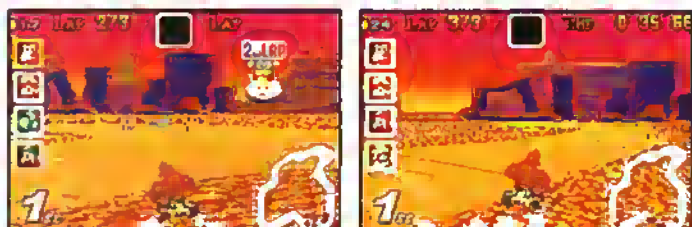


Immediately after you hit the group of three item boxes, you can turn left, into the sand, to take advantage of a shortcut. If you have a Star or a Mushroom, you'll be able to zip over the sand.



You'll jump over a section of track while you're heading for the home stretch. If you're short, you'll land in the area that you intended to cross over and you'll have to go around for another attempt. Try to save a Mushroom or a Star for the jump and fly over with extra speed.

SLOWDOWN SHOULDER



The rough shoulder on the Choco Island 1 course will severely slow down your kart. If you get stuck in the muck, try to steer yourself out as quickly as possible or use a Mushroom to blast your way out.

24 THE SAFE PATH IS PAVED IN GOLD



If you try to turn while you're driving through a puddle, you may spin out of control. It's best to avoid the puddles altogether. Follow the lines of coins near the puddles to find a way around the slippery spots.

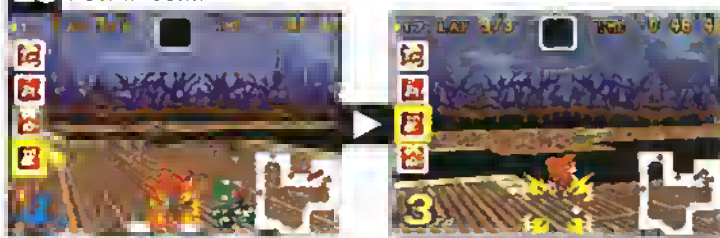


GHOST VALLEY 2 EXTRA

5 LAPS

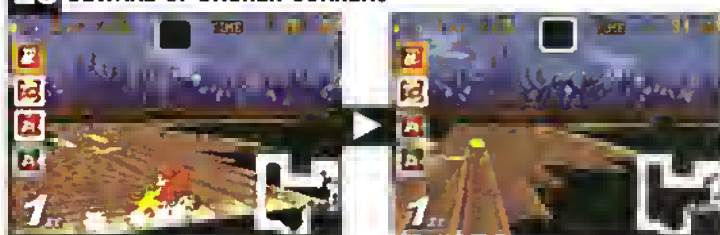


25 POWER JUMP



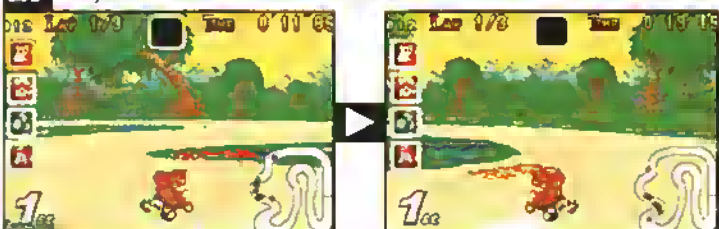
If you have a Mushroom, you can avoid a pair of 90-degree turns on the backstretch by jumping over a hole. Activate the Mushroom when you're closing in on the edge, then jump. You will just clear the hole.

26 BEWARE OF BROKEN CORNERS



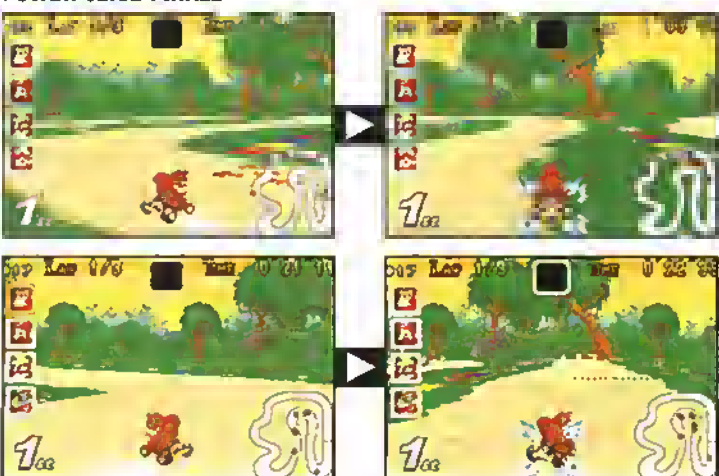
As you make your way around the Ghost Valley 2 course, you'll find three sections where the track has deteriorated, with jagged edges and no railing. Two of those sections are on corners. Be careful while you turn.

27 ZIG, THEN ZAG



The backstretch of the Donut Plains 2 course is incredibly windy. Each left turn on the slippery dirt track is followed immediately with a right turn. Try to cut to the inside of each turn and control your slides by hopping and drifting.

POWER SLIDE FINALE



The last two turns on the track are quite sharp—perfect opportunities for power slides. As you go into each turn, press and hold the R Button to hop and slide. When you get out of the turn, straighten out and release the R Button. If your timing is right, you'll get a burst of speed.

DONUT PLAINS 2 EXTRA

5 LAPS



EXTRA LIGHTNING CUP

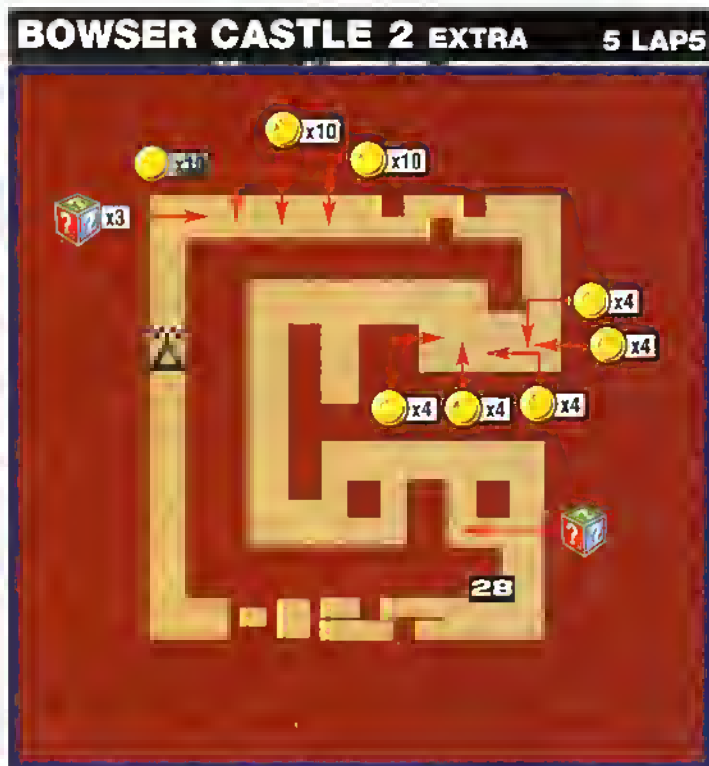
The Extra Lightning Cup mixes up the typical course order by offering a Bowser Castle course first then moving on to the Mario Circuit. The courses further raise the level of difficulty by offering a collection of sharp turns and slippery surfaces.

MAP KEY

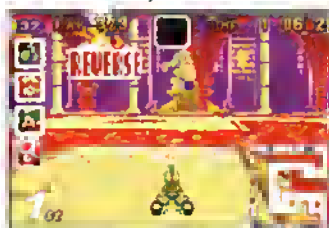
 START/FINISH

 ITEM BOX

 COIN

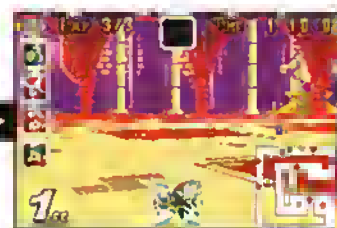
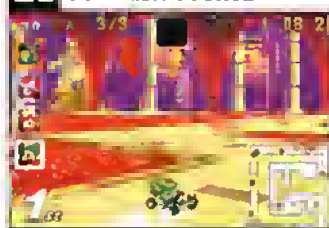


WRONG TURN, WRONG WAY



The first 90-degree left turn on the course is a red herring. If you take the turn, you will quickly reach a dead end. Heed the "Stop" message on the track, turn around and continue racing on the long road.

28 COMPLEX COURSE



Midway through the backstretch, you'll encounter two square holes surrounded by blocks. There are wide arrows on the track that will show you the way around the holes. You may want to detour around the second hole to hit the lone backstretch item box.

29 SWEEPING SLIDE ON THE TIGHT TURN



The Mario Circuit 3 course features a standout 180-degree turn in the middle. The track is very wide at the apex of the turn, giving you plenty of room to slide. Take the turn wide and control your slide.

30 TAKE THE BREAK



Heading into the homestretch, you'll encounter a little zigzag turn with a break in the barrier on the outside. If you are piloting a light kart, you can save time by cutting over the rough path and driving through the hole.

MARIO CIRCUIT 3 EXTRA 5 LAPS

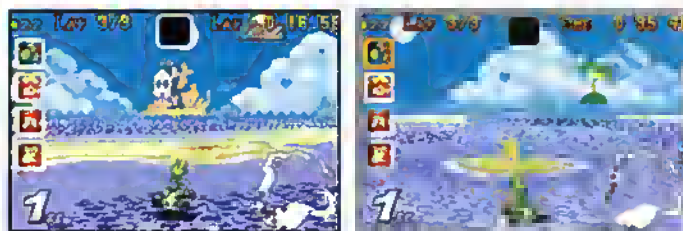


KOOPA BEACH 1 EXTRA

5 LAPS



IT'S A SMALLER COURSE ON THE INSIDE

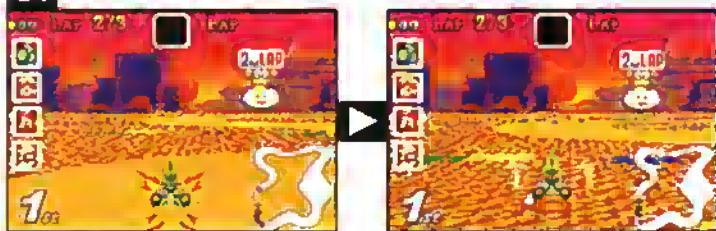


As you race around the Koopa Beach 1 course, watch the map and stay on the inside for the shortest route around the track. Be sure to hop over deep water sections and collect the item box on the small island.



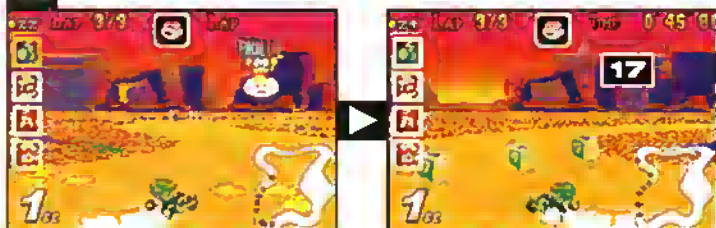
After you start on land, you can cover the rest of the course by driving exclusively in shallow water. If you're driving a light kart, you'll be able to zip around the track in a hurry, leaving your competitors in the mist.

31 SPEED-ENHANCED SHORTCUT



You can cut through the slowdown shoulder and the break in the barrier to avoid the first set of curves on Choco Island 2. If you have a Mushroom or a Star, you'll be able to use the item to go quickly through the shortcut.

32 GET OFF TO A GOOD START



A very sharp turn follows the first S-curve. Move around the S-curve with controlled slides, then hop, turn and work your way around the hairpin.

STAY ON COURSE ON THE NARROW PATH



Coming out of the first 90-degree turn, you'll hit a narrow section with little room to maneuver. Concentrate on staying on the track and wait for your opportunity to pass when you get to a wider section of the course.

CHOCO ISLAND 2 EXTRA

5 LAPS



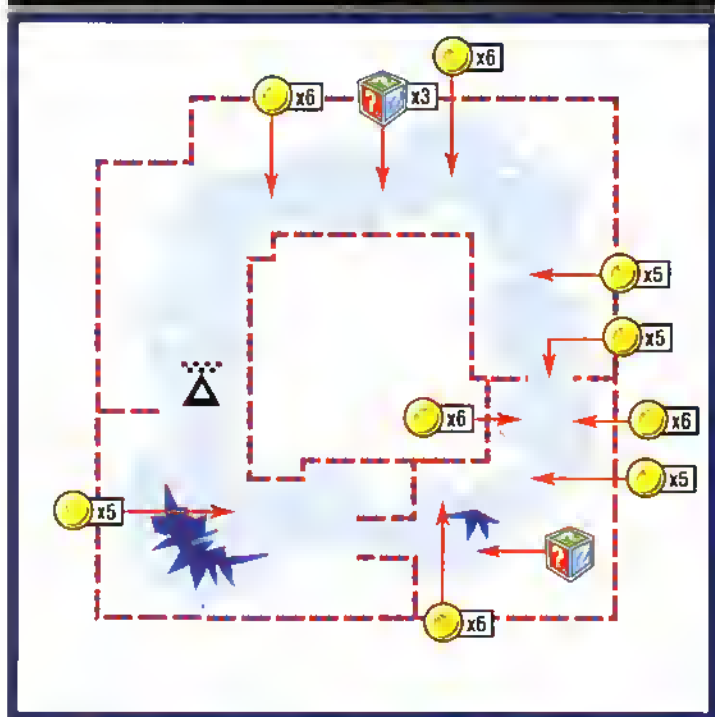
EXTRA STAR CUP

You'll encounter ice and snow for the second time at the beginning of the Star Cup, on the Vanilla Lake 1 course. The ice is followed by the most dangerous lava course of the extra tracks—Bowser Castle 3. The level of challenge is high and the dangers are many.

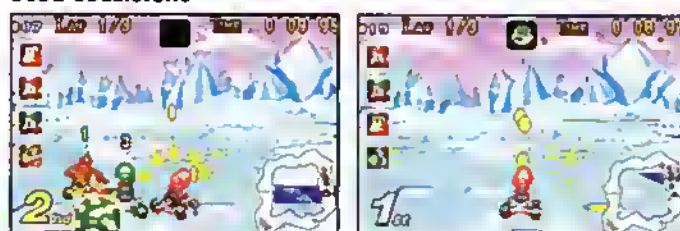
MAP KEY

-  **START/FINISH**
-  **ITEM BOX**
-  **COIN**

VANILLA LAKE 1 EXTRA 5 LAPS



CUBE COLLISIONS



Some sections of the Vanilla Lake 1 course are littered with low, blocking ice obstacles. You can break through the cubes with a few collisions, but they're better left untouched. Drive around them and keep racing.

TRAP TRICK NEAR THE COLD SHOULDERS



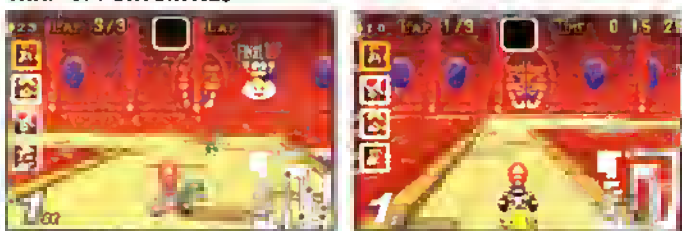
Snow banks on the sides of the track nearly touch in a few sections, leaving narrow bottlenecks on the ice. Drop Bananas in those areas to maximize the chance that a competitor will hit the peel and spin.

MANY ROADS TO TRAVEL



The paths branch out in several sections of the Bowser Castle 3 course. Some paths will lead you to item boxes. Others will give you a little less ground to cover. Study the map, choose a path and stick to it.

TRAP OPPORTUNITIES

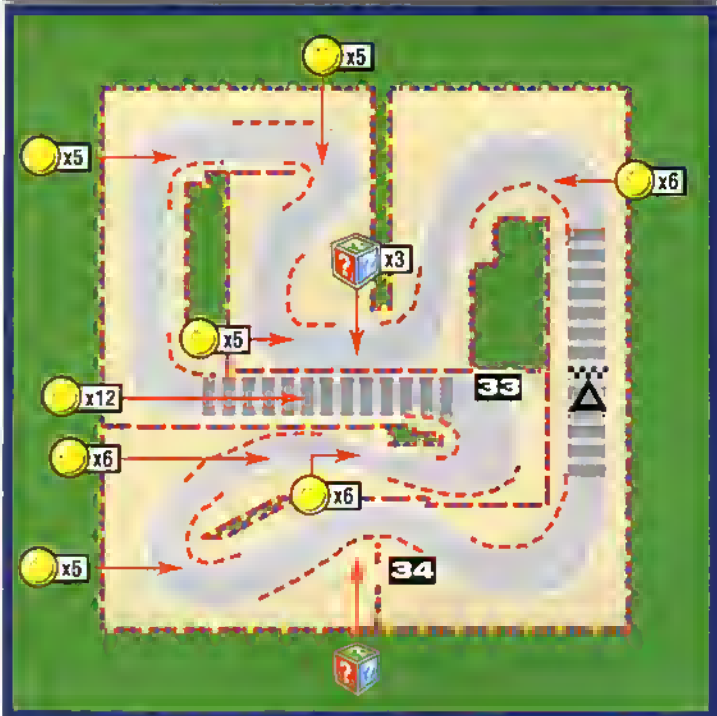


The passages of the Bowser Castle 3 course give you a few opportunities to set traps for your competitors. If you have Green Shells, you can bounce them against a wall immediately before you turn. They'll cause trouble for followers. You can also drop Bananas in narrow areas.

BOWSER CASTLE 3 EXTRA 5 LAPS



MARIO CIRCUIT 4 EXTRA 5 LAPS

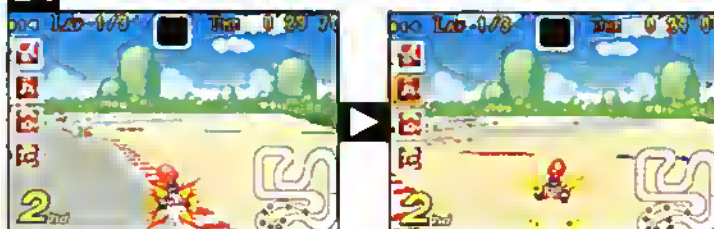


33 TERRIFYING TURN



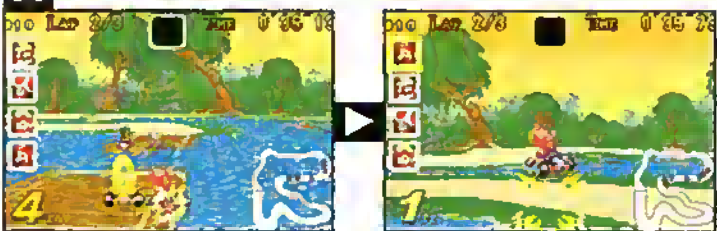
The sharp turn in the middle of Mario Circuit 4 is more than 180 degrees, and it feeds into a narrow section of track. The best way to conquer the curve is to go into a controlled slide. Press and hold the R Button and take the curve on the outside.

34 CUT ACROSS A CURVE



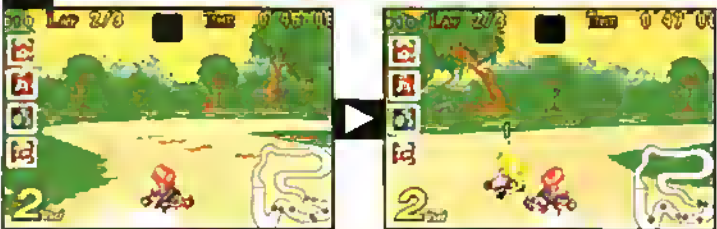
The last zigzag on the course features a break in the barrier on the outside. You've seen shortcuts like this one before. If you have a light kart or a speed-maximizing item, you can save some time by cutting the corner.

35 BRIDGE BOUNCE



You'll fly off a ramp to cross over the break in the second bridge. You can easily clear the gap if you're traveling near top speed. If you have a Mushroom, you can ensure a safe flight by activating the item for extra speed before you hit the ramp.

36 QUICK CURVES



On your approach to the homestretch, you'll hit a section where a soft left turn is followed by a hard right. Before you are completely out of the left turn, line your kart up to take the right turn, then head for the finish.

SEND THE COMPETITION INTO THE DRINK



When you drive onto the first bridge at the beginning of the race, you'll probably be in the middle of the pack. That's a good opportunity to try to thin out the pack by pushing your opponents into the deep water. Later in the race, you'll do well by placing Bananas on the bridges.




DONUT PLAINS 3 EXTRA 5 LAPS



EXTRA SPECIAL CUP

The last extra track cup is comprised of the most challenging courses from the original Super NES game. Each track features sharp drop-offs into deep water or bottomless pits. It's important to know where the holes are before you enter the competition. Test the tracks in Quick Run Mode first.

MAP KEY

-  START/FINISH
-  ITEM BOX
-  COIN

KOOPA BEACH 2 EXTRA

5 LAPS

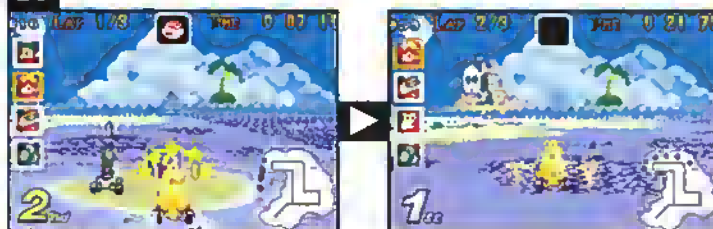


NO ROOM FOR ERROR ON THE BEACH



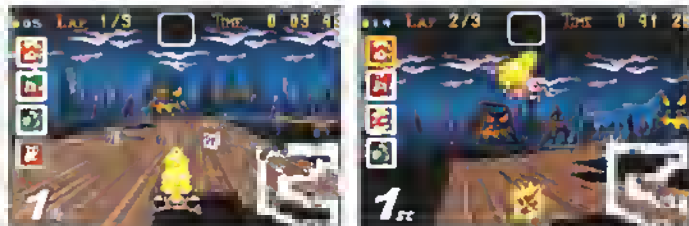
Between the plant life that will slow down your kart and the deep water that will sink it, there is a narrow beach that offers a last, safe ride. If you're skidding on the beach, release the accelerator for a moment to slow down and gain control.

37 LOOK OUT FOR DEEP HOLES



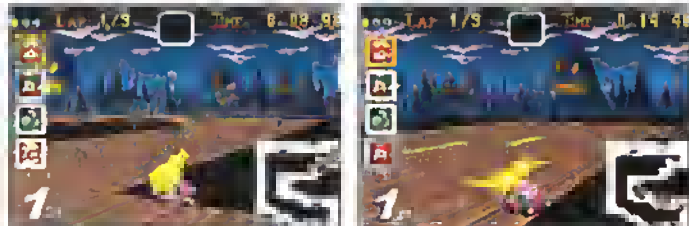
The backstretch includes shallow water, deep holes and a single small island with an item box. Look ahead for a path around the dark holes and stay on that path to avoid the time-wasting sink-and-recovery process.

DON'T DROP



The Lakitu that fishes you out of holes will see a lot of action if you're not careful on the Ghost Valley 3 course. Avoid the edges of the track and the holes in the middle. If you have a Mushroom, you can blast off from the ramp, over the last hole on the track, with a burst of speed.

HOP INTO THE INSIDE



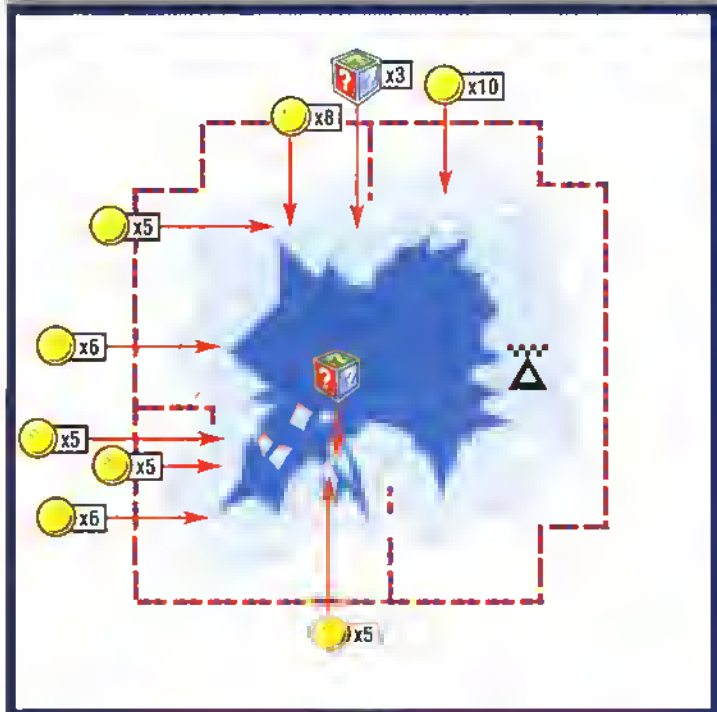
If you're daring, you can save a little time by cutting across some of the sharp turns. Approach the corners at an angle and hop when you get to the edge. Don't try to cover too much territory, or you'll drop.

GHOST VALLEY 3 EXTRA

5 LAPS



VANILLA LAKE 2 EXTRA 5 LAPS

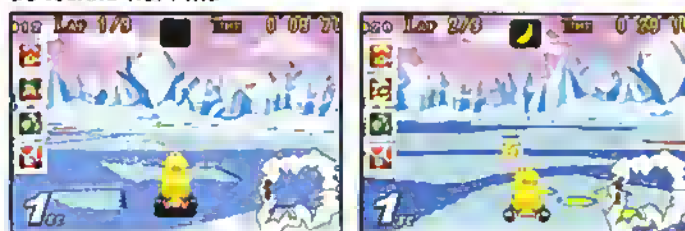


JUMP OVER CRACKS IN THE ICE



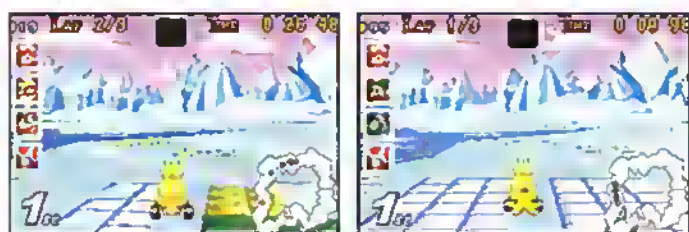
Sections of a large, deep hole radiate from the center of the Vanilla Lake 2 course, leaving jagged edges that line the inside of the track. Some of the cracks are quite narrow in places—narrow enough for you to jump to the other side. If you're quick to jump, you'll do well on the inside track.

GO ISLAND HOPPING



Immediately after you deal with a collection of ice barriers, you'll see some small ice islands to the left. You'll save time and hit an item box if you pick up speed and hop from island to island.

ICE BLOCK BARRIER



There are some solid ice barriers on the backstretch. You can break through the ice with several collisions or save time by squeezing through the space between the barriers.

SLIDING WITHOUT A NET



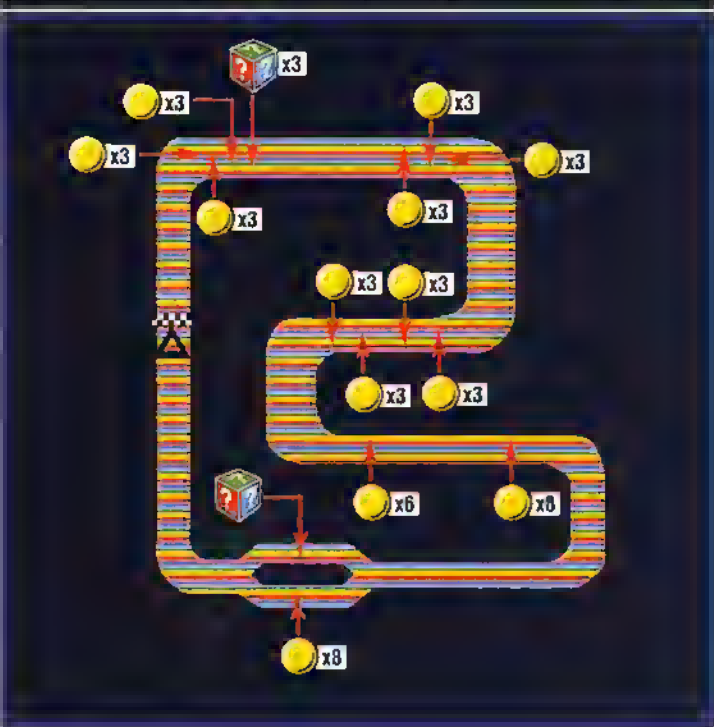
The controlled slide technique of pressing and holding the R Button as you turn is dangerous on the rail-free Rainbow Road course. If you use the technique, aim for the middle of the track after you clear each turn.

BE A BUMPER, NOT A BUMPEE



Your competitors will try to knock you off the rainbow. If you fall, your chances of winning the race will diminish drastically. If you're driving a heavy kart, you'll do well in collisions with lighter karts.

RAINBOW ROAD EXTRA 5 LAPS



MULTIPLAYER MODES

Most games are more fun when several players join in. Multiplayer action for Mario Kart: Super Circuit requires a GBA for every player and GBA Game Link Cables to connect the sys-

tems. Multi-Pak options offer both racing and battle modes. A Single-Pak option allows you to upload a limited number of tracks to GBAs that are not equipped with a Game Pak.

LINK UP FOR A MULTIPLAYER RACE

SINGLE-PAK AND MULTI-PAK RACING OPTIONS ARE AVAILABLE



When you link GBAs and play with a single Game Pak, you can race on any of the four tracks in the Extra Mushroom Cup, with each racer using a different Yoshi. Multi-Pak options allow multiple players to join the Mario Grand Prix or race on any unlocked track in Vs. Mode.

FACE OFF FOR BALLOON BATTLE

Multi-Pak options include Battle Mode, where multiple players face off in one of four battle arenas. Every player starts with three balloons on his or her kart. The object is to make your competitors wipe out and lose balloons. The last racer with balloons wins the battle.

SPEED AND MOBILITY ARE KEY



In selecting a driver for a multiplayer battle, you should take into account the character's speed and maneuverability. A fast, light kart will give you the mobility you need to get out of tight situations.

RUSH FOR WEAPONS



The only way to send your competitors spinning out of control is to collect and use items. Use a rocket start at the beginning of the battle to get to the closest item box before anyone else can.

MAP KEY

ITEM BOX



SIT AND SPIN



When you're going up against a group of speedy opponents, it's important to be able to change directions quickly. You can spin with speed by pressing the A and B Buttons simultaneously and turning left or right.

WATCH THE RADAR



The only way to succeed in battle is to know what your opponents are up to. Monitor the radar map, watch the movement of the other battlers and try to catch them by surprise.

BANANA PEEL BOOBY TRAP



A Banana-induced spinout counts as a hit. If you have a Banana, place it near an item box. When a competitor tries to hit the box, he or she might hit the peel instead.

EXPLOSIVE IN DEFEAT



If you lose all of your balloons and two or more competitors are still out on the course, you'll return as a walking bomb. In bomb form, you can cause damage to racers who come too close to you.

BATTLE COURSE 1

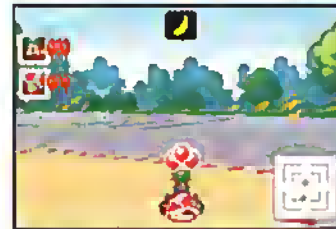


RICOCHET ROUTINE



The first battle arena is built for Green Shells. When you collect a Green Shell, approach the closest corridor at an angle and release the shell so it bounces back and forth down the hall. If there are competitors nearby, there's a good chance that the shell will find one of them.

DROP A RED SHELL AND RUN



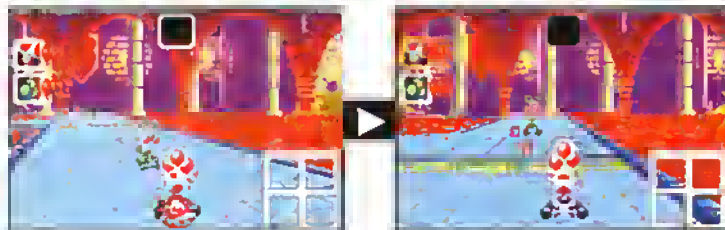
If you drop a Red Shell behind your kart, it will spin in place for a while and hit the next kart that drives by it. Since the middle of the arena is a high-traffic area, it's a good place to leave a kart-seeking shell.

SNELL AND BANANA CAMOUFLAGE



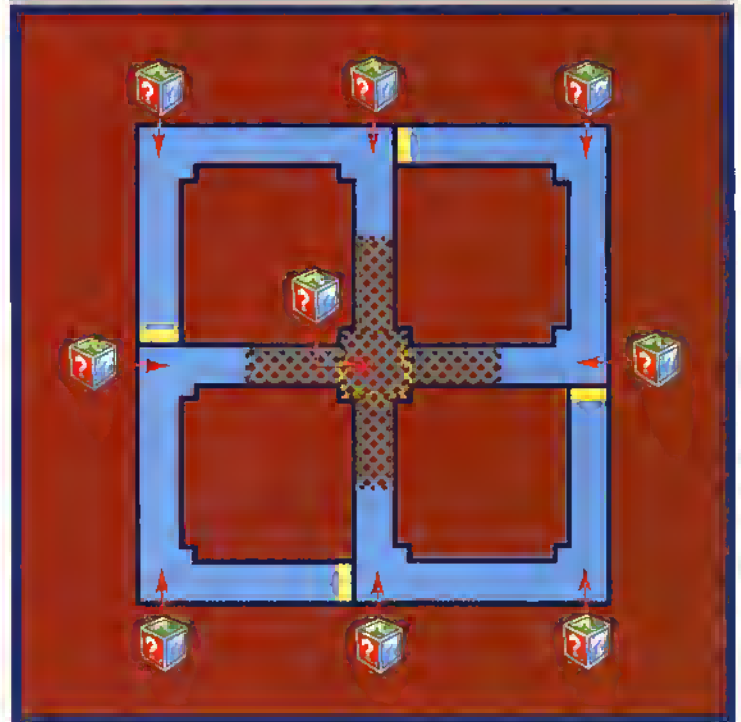
The grated middle of Battle Course 2 is a good place to leave Red Shells and Bananas. It may be difficult for your opponents to see the trap in the pattern on the floor until it's too late. Place items near jumps, too.

USE JUMPS TO YOUR ADVANTAGE

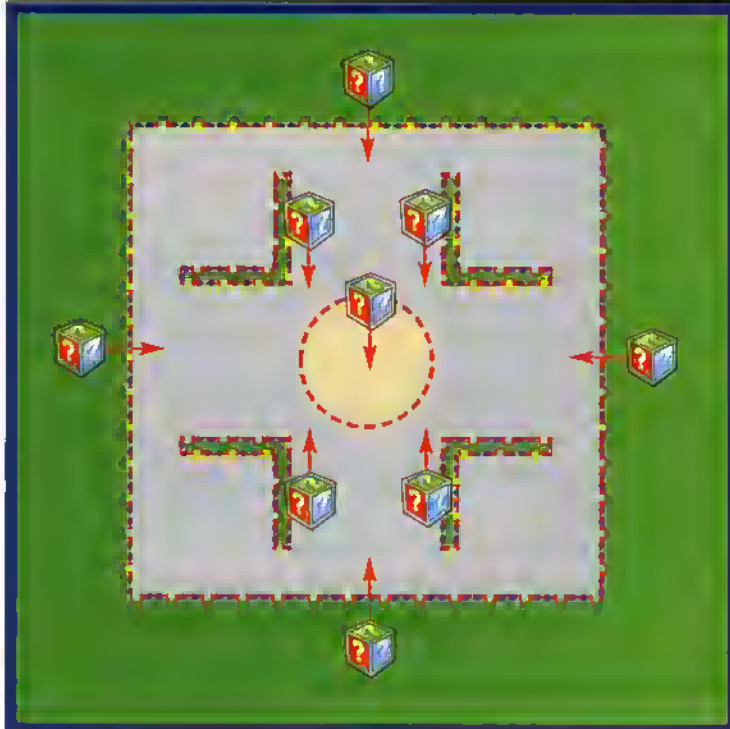


Battle Course 2 features one-way jumps. If a shell is headed toward you, you can get out of its way by jumping over a wall. The landing area is a good place to put traps for unsuspecting competitors.

BATTLE COURSE 2



BATTLE COURSE 3

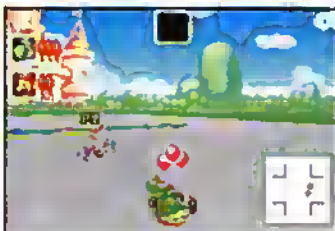
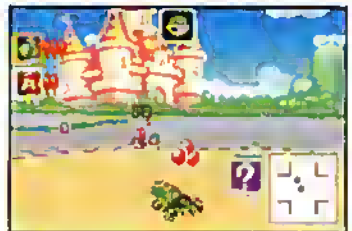


CORNER THE ITEM MARKET



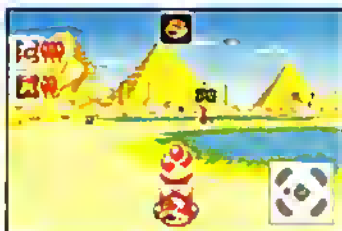
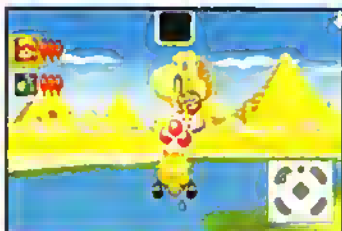
There are several item boxes in the center of Battle Course 3. If the first item that you collect is a shell or a Banana, you can tow the item behind your kart by pressing and holding the L Button. Doing so allows you to pick up another item.

BALLOON-BUSTING FREE-FOR-ALL



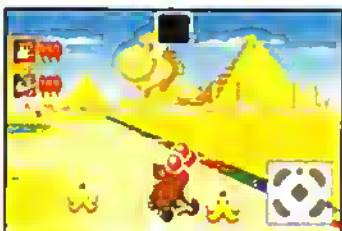
The middle of Battle Course 3 is wide open, offering plenty of room to race around and pop balloons. There is also no shortage of item boxes in the area, making for a wild and frantic battle.

WATER HAZARD WIPEOUT



If you drive into deep water, you will not only lose a balloon—you will be a sitting duck after the Lakitu fishes you out. Watch the shoreline and try to target competitors after they've been in the drink.

TRAPS IN TIGHT CORNERS



The corners of the arena are small and dangerous areas—great places to leave Red Shells and Bananas as traps. When your competitors race into a trap-filled corner, they may lose a couple of balloons before they can get out.

BATTLE COURSE 4



EVERYBODY WINS

Whether you race your way to the top of the Mario Grand Prix, set course records in Time Trial Mode or challenge your friends to a balloon-popping battle, the object is to have fun. Mario Kart: Super Circuit offers fast and frenzied action, great graphics and lots of options—all in the spirit of having a good time at the races. If you don't come out ahead, hit the track again and give it another spin.



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ADVANCE WARS

Intelligent Systems and Nintendo reenlist the turn-based strategy genre with Advance Wars, a rollicking adventure for the GBA. Our NP Advance spies have assembled the following dossier—including weapon specs, maps of every single-player mission and a complete walk-through—to aid you in your quest to save the country of Orange Star from destruction.

GENRE: STRATEGY

PLAYERS: 1 TO 4

RELEASE: SEPTEMBER 2001

WEBSITE: GAMEBOY.COM/ADVANCEWARS



Mild Violence

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MODES OF PLAY

Before you march off to war, you'll need to decide how you want to battle. A brief thumbnail sketch of each mode is included below, but we highly suggest you make Field Training your first stop.

FIELD TRAINING	1P	CAMPAIGN	1P
What does this button do? How do I move units around? Those questions and more are answered in Field Training, an informative (and fun) training mode for Advance Wars rookies.		The battle begins in earnest with Campaign Mode, where you'll fight your way through at least 17 different scenarios in an effort to save the country of Orange Star from a bad end.	
WAR ROOM	1P	STATS	1P
Multiple battle missions—ranging in difficulty from tricky to downright nasty—require your attention in the War Room. You must unlock many of them by winning other battles.		The Stats menu keeps track of two different items: your best scores from the War Room scenarios and an overall ranking based on all game play elements.	
BATTLE MAPS	1P	DESIGN MAPS	1P
The Battle Maps screen is actually a shop where you can purchase maps with your Campaign winnings. After you play through the game once, you can buy new COs.		Let the creative juices flow in the Design Maps area, where you can create an entire battle map from scratch—including land masses, water and friendly and enemy troop locations.	
VS. MODE	1-4P	LINK MODE	1-4P
Only one GBA? No worries—just pass it back and forth! Vs. Mode allows you to challenge a friend on the go. It's perfect for a long car ride or the last half of your lunch break.		If you have multiple GBAs and Game Paks (and enough Game Link Cables) you can connect up to four players for the multiplayer war to end all wars.	



NINTENDO POWER ADVANCE

nintendo.com

COMMANDING OFFICERS

You'll encounter 10 different Commanding Officers, or CO's, during Campaign Mode. Each CO has strengths and weaknesses, as well as a special CO Power that can turn the tide of battle. The

only CO on your side not described below, Nell, doesn't fight for or against you in Campaign Mode—but you can unlock her in the Battle Maps shop.



ANDY

Your initial Commanding Officer, Andy, is a well-balanced CO with a very useful CO Power. His mechanical skills are second to none, but he doesn't excel in any particular combat area.

CO POWER: HYPER REPAIR

Hyper Repair restores two Hit Points to every unit on the map. CO Powers are usable any time during your turn as long as the CO Meter is full. The meter gains energy throughout battle.



MAX

Headstrong Max has one policy—strike fast and hard! You won't find a better commander when it comes to close combat, but his skill with long-distance weapons leaves a bit to be desired.

CO POWER: MAX FORCE

Max Force boosts the attack of all direct combat units. Direct combat units can attack enemies only from adjoining squares. For example, a Tank is direct but Rockets are not.



SAMI

The third CO to join the battle is Sami. Her troops are well trained in the art of locomotion, and they cover more ground and secure new bases faster than other units.

CO POWER: DOUBLE TIME

Sami's CO Power, Double Time, increases the already impressive Move stat of her infantry and Mech units for a turn.



OLAF

Burly Olaf is undaunted by the cold snows that slow other troops, though rain tends to give him fits. He's not the brightest CO around, but his troops are well seasoned and ready to fight.

CO POWER: BLIZZARD

Blizzard, Olaf's CO Power, is true to the name—it causes a lot of snow to fall. Snow sharply reduces an enemy's movement while leaving Olaf unaffected, but it doesn't last very long.



GRIT

Grit is the mellowest of all the CO's, but don't be fooled by his low-key manner. He's a crack shot with long-distance units, but his direct combat units have low firepower ratings.

CO POWER: SNIPER

Sniper increases the range and power of Grit's indirect combat units. Since Grit's units already possess an impressive range, Sniper is one of the best CO Powers in the game.



EAGLE

The skies have always called to Eagle, and as a result, his air units are the best in the business. His naval units, however, are so weak, an old man in a rowboat could defeat them.

CO POWER: LIGHTNING STRIKE

Eagle's Lightning Strike allows him to attack two turns in a row. In the hands of an experienced Advance Wars CO, a well-placed Lightning Strike can end a battle before it's begun.



HANBEI

The best-trained troops fight under Hanbei's banner, and their Defensive and Offensive Ratings are the highest in the game. It costs extra credits to deploy Hanbei's units.

CO POWER: MORALE BOOST

Morale Boost gives the troops a burst of energy and increases each unit's Offensive Rating for a single turn.



SONJA

Hanbei's daughter, Sonja, is an information junkie. Her troops are average across the board, but they can see farther than other troops. Enemies cannot see her unit's HP.

CO POWER: ENHANCED VISION

Cut through the Fog of War with Sonja's Enhanced Vision. When used, her CO Power will increase every unit's vision, even letting you see into otherwise hidden reals and woods.



DRAKE

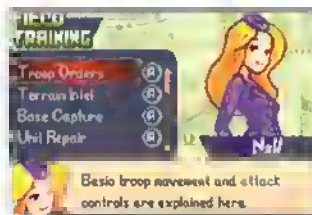
A master of the high seas, Drake employs the best naval units in the business. Drake's weakness is air combat—his air force is widely regarded as little more than cannon fodder.

CO POWER: TSUNAMI

The best pure offensive CO Power in the game is Tsunami. The attack creates a giant wave that takes Hit Points from every enemy unit, including air units.

FIELD TRAINING

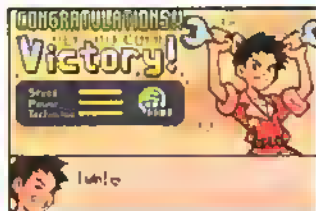
If you want to learn the ropes, head for Field Training—where you'll be schooled in all things Advance Wars by the most disarming drill instructor this side of Fort Bragg. You must complete at least the final mission before accessing Campaign Mode.



Even seasoned strategy game vets should take a run through Field Training. It's quick and fun, and also dishes out plenty of helpful tips and tricks.

MISSION RANK

After each successful mission, you'll receive a letter ranking of your performance. Letter rankings are based on three criteria: how fast you completed the mission, how many units you destroyed and how many units you lost.

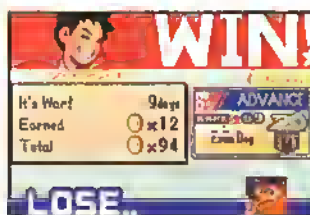


Ranks are always saved, even after beating the game—so you can always go back and try to beat your score. A good speed rating is usually the most important criterion for achieving a high score.

SCORE	RANK
950+	S - SPECIAL RANKING
850-949	A - A RANKING
650-849	B - B RANKING
450-649	C - C RANKING
250-449	D - D RANKING
UNDER 250	E - E RANKING

EARNING COINS

You can earn coins by beating missions in either Campaign or War Room Mode. The coins are used in the Battle Map shop to buy new maps and map cases, or to unlock new COs as playable characters.



The better you perform on a mission, the more coins you'll receive. You'll have to play through the Campaign and War Room Modes many times to purchase all the extra goodies.

SCORE	COINS
900+	12
800-899	9
700-799	8
600-699	7
500-599	6
400-499	5
300-399	4
200-299	3
100-199	2
UNDER 100	1

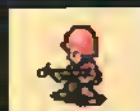
MEET YOUR UNITS

Take a moment to learn about the various units you will command, paying close attention to their stats (Move, Vision, etc.) and the cost to deploy them (the number in the top-right corner

of the black boxes followed by CR). You'll need to learn which units are most effective in certain situations to achieve supreme victory.

INFANTRY

1,000 CR.



MOVE: 3 **VISION:** 2
RANGE: 1 **FUEL:** 99 **AMMO:** N/A
WEAPON: MACHINE GUNS

INTEL: The heart and soul of any army is the Infantry. It possesses a fair Move rating, but its range is weak and it doesn't have much firepower. Infantry and Mechanized Infantry are the only units that can capture bases or cities.

MECHANIZED INFANTRY

3,000 CR.



MOVE: 2 **VISION:** 2
RANGE: 1 **FUEL:** 70 **AMMO:** 3
WEAPON: BAZOOKA/MACHINE GUNS

INTEL: Infantry with a punch, the Mechanized Infantry (or Mechs) is armed with Bazookas as well as Machine Guns. You can use it to attack Infantry and Tanks with moderate success, although its extremely low Move rating is a disadvantage.

APC

5,000 CR.

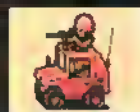


MOVE: 6 **VISION:** 1
RANGE: N/A **FUEL:** 70 **AMMO:** N/A
WEAPON: NONE

INTEL: Speedy APCs are a must-have for moving troops across long distances or resupplying units that are low on ammo or fuel. Their main weakness is a lack of weaponry. Enemy units with multiple targets usually attack APCs first, so they're useful for creating distractions.

RECON

4,000 CR.



MOVE: 8 **VISION:** 5
RANGE: 1 **FUEL:** 80 **AMMO:** N/A
WEAPON: MACHINE GUNS

INTEL: The Recon unit is invaluable during battles affected by Fog of War, but fairly weak otherwise. It has the highest Move and Vision ratings of any land-based unit, but unless you're fighting Infantry or Mechs, the Machine Guns are almost useless.

TANK

7,000 CR.



MOVE: 6 VISION: 3
RANGE: 1 FUEL: 70 AMMO: 9
WEAPON: CANNON/MACHINE GUNS

INTEL: The no-frills Tank is the workhorse of your army. It combines a good Move rating with a powerful Cannon/Machine Gun combination at a reasonable price.

MEDIUM TANK

16,000 CR.



MOVE: 5 VISION: 1
RANGE: 1 FUEL: 50 AMMO: 8
WEAPON: CANNON/MACHINE GUNS

INTEL: Medium Tanks, or Md. Tanks as they are commonly known, have the highest Offensive and Defensive ratings of any land unit. They can mow through an enemy's defenses like a scythe through ripe wheat, but a steep 16,000 credit price tag makes them tough to deploy.

ARTILLERY

6,000 CR.



MOVE: 5 VISION: 1
RANGE: 2-3 FUEL: 50 AMMO: 9
WEAPON: CANNON

INTEL: Artillery is the basic indirect combat unit. It fires on enemies from a distance, which leaves them unable to launch a counterattack. They're extremely vulnerable to direct combat fire, however, so keep them hidden behind mountains or other units.

ANTIAIR

8,000 CR.



MOVE: 6 VISION: 2
RANGE: 1 FUEL: 60 AMMO: 9
WEAPON: CANNONS/MACHINE GUNS

INTEL: Antiair units, or AA units, are direct combat troops—which means they must be next to an enemy to attack. They're amazingly effective against aircraft, infantry and Mechs, but keep them far, far away from tanks.

ROCKETS

15,000 CR.



MOVE: 5 VISION: 1
RANGE: 3-5 FUEL: 50 AMMO: 6
WEAPON: ROCKETS

INTEL: Rockets are perhaps the best weapon in the game, but they're vulnerable to attack from direct combat units. They have wide Range and high Offensive ratings, which means you can use Rockets to rain destruction down on enemy troops before they know what hit them.

MISSILES

12,000 CR.



MOVE: 4 VISION: 5
RANGE: 3-5 FUEL: 50 AMMO: 6
WEAPON: SURFACE-TO-AIR MISSILES

INTEL: In addition to being rather spendy, Missiles can attack air units only. Unlike AA units, however, they strike from a distance. Just be sure to keep them well protected, as their Defensive rating is in the cellar.

LANDER

12,000 CR.



MOVE: 6 VISION: 1
RANGE: N/A FUEL: 99 AMMO: N/A
WEAPON: NONE

INTEL: Want to cross the sea? A Lander is the key! Landers function just like APCs, except they are used in the water. You can load two ground units into a Lander at a time (three units if you put one into an APC first). Landers have no weapons and low Defensive ratings.

CRUISER

18,000 CR.



MOVE: 6 VISION: 3
RANGE: 1 FUEL: 99 AMMO: 9
WEAPON: ANTISUB & ANTIAIR MISSILES

INTEL: Cruisers are the odd ducks of Advance Wars—water-based crafts that can attack only Submarines or air units. Though it seems like a less-than-useful combination, Cruisers are deadly in the hands of a skilled Commanding Officer.

BATTLESHIP

28,000 CR.



MOVE: 5 VISION: 2
RANGE: 2-6 FUEL: 99 AMMO: 9
WEAPON: CANNONS

INTEL: If you want to break out the big guns, look no further than a Battleship. They have a wide Range, good Movement and incredibly powerful Cannons, which can hit targets on land or at sea. The only drawback is the shocking 28,000 credit sticker price.

SUBMARINE

20,000 CR.



MOVE: 5 **VISION:** 5
RANGE: 1 **FUEL:** 60 **AMMO:** 6
WEAPON: TORPEDO

INTEL: Submarines pack an offensive punch, and they also have the ability to dive underwater—which prevents attacks from all units but Cruisers and other Subs. Submarines have high Vision and Move ratings and are a good bang for the buck.

BATTLE COPTER

9,000 CR.



MOVE: 6 **VISION:** 3
RANGE: 1 **FUEL:** 99 **AMMO:** 6
WEAPON: AIR-TO-SURFACE MISSILE/MG

INTEL: Battle Copters are the most versatile unit around. They can attack any unit except Fighters and Bombers, and they have a huge Move rating. They don't have great Vision and are extremely vulnerable to AA units, but for 9,000 credits, you can't go wrong.

TRANSPORT COPTER

5,000 CR.



MOVE: 6 **VISION:** 2
RANGE: N/A **FUEL:** 99 **AMMO:** N/A
WEAPON: NONE

INTEL: If you need an airborne APC, Transport Copters are the way to go. They can carry both Mech and Infantry units, but they have no weapons and low Defensive ratings. Transport Copters are great for dropping units deep behind enemy lines.

FIGHTER

20,000 CR.



MOVE: 9 **VISION:** 2
RANGE: 1 **FUEL:** 99 **AMMO:** 9
WEAPON: MISSILES

INTEL: Good Move and Offensive ratings are the keys to Fighters' success. They can attack only other aircraft, though, which makes the 20,000 credit asking price seem almost unreasonable. Use them to explore hidden landscapes once enemy air units are destroyed.

BOMBER

22,000 CR.



MOVE: 7 **VISION:** 2
RANGE: 1 **FUEL:** 99 **AMMO:** 9
WEAPON: BOMBS

INTEL: Bombs away! The Bomber's Offensive rating is unmatched, and it has good Move stats as well. Bombers can destroy most land- or sea-based units in one turn, but their low Defense leaves them vulnerable to AA units, Missiles and Fighters.

THREE STANDARD FORMATIONS

FLYING COLUMN

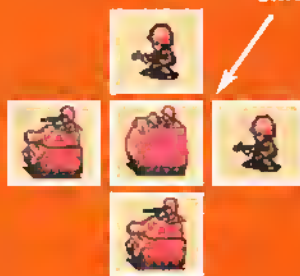
The first formation, called a flying column, backs a Md. Tank with two indirect combat units and an APC. The Md. Tank takes the enemy fire, while Rockets and Artillery clear the way. Use the APC to refuel as needed.



MD. TANK
 ARTILLERY
 ROCKETS
 APC

CIRCLED WAGONS

Once a unit is surrounded on four sides, it can be attacked only by either eliminating a guard unit or using long-range weapons. Using circled wagons is a handy way to protect APCs, Missiles, Rockets and even your own bases and HQ.



PROTECTED UNIT

LEAPFROGGING UNITS

Don't get ahead of yourself while advancing. Make sure speedy units, like Recons, stay within range of other units for protection. If you leave an unprotected unit in the open, it will be destroyed in a matter of moments.



RECON UNIT STAYS IN MD. TANK'S RANGE

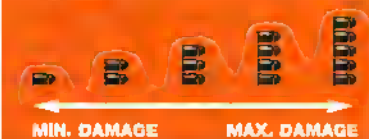
MD. TANK CAN MOVE AND FIRE FIVE SQUARES

UNIT DAMAGE CHART

Some units are more vulnerable to specific types of attack, and you can use that knowledge to gain a significant advantage during battle. To read the Unit Damage Chart below, find your unit in the left-hand column, then follow across to the unit that you wish to attack.

 LAND
 SEA
 AIR

DAMAGE RATINGS



VS.	INFANTRY	MECH INF	APC	RECON	TANK	MD. TANK	ARTILLERY	ANTIAIR	ROCKETS	MISSILES	LANDER	CRUISER	BATTLESHIP	SUBMARINE	B COPTER	T COPTER	FIGHTER	BOMBER
INFANTRY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
MECH INF	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
APC	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
RECON	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
TANK	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
MD. TANK	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ARTILLERY	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ANTIAIR	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
ROCKETS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
MISSILES	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
LANDER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
CRUISER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
BATTLESHIP	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
SUBMARINE	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
B COPTER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
T COPTER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
FIGHTER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
BOMBER	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

STRATEGY CHECKLIST

Each and every turn, there are certain tasks that must be accomplished and a certain order that often works best. We've

assembled a checklist of how, when and why to deploy your troops for awesome results.

1 CAPTURE CITIES



Capture cities and factories right off the bat. You'll receive extra credits for each city in your possession, and it also gives injured units a place to recuperate. All other strategy being equal, try to capture enemy cities before neutral ones.

2 TAKE OUT AIR AND NAVAL UNITS



Air and naval units can decimate an army in no time at all, so you need to eliminate them as quickly as possible. Enemy Battleships are an especially dangerous threat, as they can bombard your ground forces without fear of reprisal.

3 INDIRECT COMBAT UNITS



Your first ground-based attacks should be with indirect combat units. Use Rockets and Artillery to soften up enemy positions, then move in with Tanks and Medics. Tanks to finish the job.

4 DIRECT COMBAT UNITS



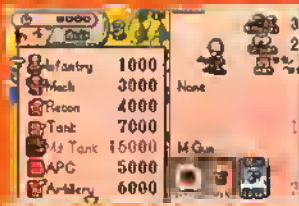
After you've pounded the enemy from afar, mop up the remaining troops with direct combat units. Note that there are occasional times when you'll want to move Recon units or other direct combat units first—such as missions with Fog of War.

5 STRATEGIC MOVEMENT



After you've attacked, move your remaining units to strategic locations for the next round. Also, take the time to move into new cities, resupply units, shift troops to battle damage cover or form a circled wagon around vulnerable units.

6 UNIT PRODUCTION



Finally, make sure that every factory, port and airport (if available) is producing. You should build with one eye to the future so you don't get caught unprepared—especially when it comes to APCs, AA units and Missiles.

ADVANCED TACTICS

While Advance Wars is easy to pick up and play, it takes a long time to master all the intricacies. The following eight advanced

tactics will go a long way toward helping you win the war. Study them until they are second nature.

USE DEFENSIVE TERRAIN



Always use the terrain to your defensive advantage. Place Infantry and Mechs in the mountains when possible, and hide other units inside cities, forests or reets. Also, note the enemy's terrain when attacking.

ALL YOUR BASE BELONG TO US



Place injured units in cities to heal them and provide a defensive bonus. Units who end their turn in a friendly city will receive 2 HP, as well as a complete restock of ammo and fuel.

GET COZY WITH THE APC



The APC is a CO's best friend. Keep it close to units that use lots of ammunition, like Rockets and Artillery. It's imperative to have at least one APC in a convoy, and preferably two (in case one is destroyed).

MOVE UNITS AS A GROUP



Always use the buddy system. Lone units will be picked off in a flash, and you won't be able to defend them or even retaliate in the next turn. Be especially careful with Recon units, since they have such a high Move rating.

CHECK THE ENEMY'S RANGE



Check the range of every enemy unit before moving your troops, then position your units just outside the enemy's range. Remember that some COs, like Grit, can increase their range with a CO Power.

FORM DEFENSIVE WALLS



Bridges and mountains are great areas to block enemy troops. Forming a wall stops attacks from multiple sides and keeps enemies away from your cities. It also lets you fire away with indirect combat units.

SEEK OUT ENEMY APC'S



The enemy will almost always attack your APC first, so follow the example and take out his or her APC, too. Enemies won't be able to refuel, and they'll have to spend valuable turns building more APCs.

BLOCK ENEMY MOVEMENT



Position troops to allow safe passage for other units. In the scene above, the APC can move freely because the enemy unit is boxed in. Also, park units on enemy factories to stop them from building more troops.

THE CAMPAIGN TREE

There's more than one way to fight through the Advance Wars Campaign Mode, and you'll need to play multiple times to experience everything. We've included a tree of all the missions below. Those with an orange number are covered in the following pages.



THE COUNTRIES: The four countries in the world of Advance Wars are Orange Star (your homeland), Blue Moon, Green Earth and Yellow Comet. You'll fight multiple battles in each country before the game is through.



NOTES ON THE TREE

There are many different paths you can take through Advance Wars, and each will open unique missions to play and CO's to purchase in the Battle Maps store. Factors to unlock the goods are listed below.

FACTORS TO ENTER SONJA'S MISSIONS (12, 13, 14)

- Defeat Mission 9 in eight days.
- Defeat Mission 10 in 10 days.
- Defeat Mission 11 in 12 days.

BLUE MOON ALLIED CO'S IN FINAL BATTLE

- **GRIT:** Select Max for Mission 4.
- **OLAF:** Play "Olaf's Sea Strike" (Beat the navy in "Olaf's Navy" to play "Sea Strike").
- **MAX:** Do other than the above.

GREEN EARTH, YELLOW COMET ALLIED CO'S IN FINAL BATTLE

- **EAGLE:** Select Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery" missions.
- **KANBEI:** Play Mission 12.
- **DRAKE:** Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery" missions.
- **SAMI:** Do other than the above.

PURCHASING ADDITIONAL CO'S

- **DRAKE:** Select Andy for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."
- **GRIT:** Select Max for Mission 4.
- **KANBEI:** Beat Campaign Mode.
- **SONJA:** Beat Missions 12, 13 and 14.
- **EAGLE:** Beat Mission 22.
- **STURM:** Purchase all the above CO's.

OPENING "RIVALS" MISSION

- Pick Sami for "Captain Drake," "Naval Clash," "Wings of Victory" and "Battle Mystery."

YOUR MISSIONS AWAIT

NP Advance takes you from the first mission to the final conflict, giving you helpful hiding places, super strategies, enemy locations and a turning point for each battle. If you struggle to reach the turning point with troops intact, you might want to yield and try again.

TERRAIN INTEL Each map shows enemy units and various other features. (Note that enemy units are not shown for Fog of War battles, since they will move before you find them.) Stars indicate a terrain's defensive value, with five being the highest.



1 IT'S WAR!

ANDY VS. OLAF

BASES ORANGE STAR: 4 **ENEMY: 5** **NEUTRAL: 6** **FACTORIES: N/A**

STRATEGY

Split your forces into two groups, each with an Artillery unit, and move along either side of the river. Move in small increments until Olaf's forces draw closer, then quickly close in and take out his front line. Once a path is clear, send the APC along the main road until it reaches point "C," then race in and take the HQ.

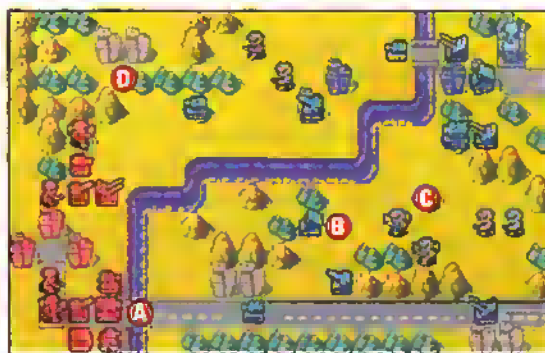
THE TURNING POINT

If you can eliminate the southernmost Rocket unit and survive Olaf's first Blizzard attack, you're in good shape. Keep a close eye on the Md. Tank near the HQ, and have a fast Tank of your own take out his northern Missile battery.

UNITS

INFANTRY X2, MECH X2, TANK X2, ARTILLERY X2, RECON, MO. TANK, APC, ANTI-AIR

- A** Take and hold the bridge.
- B** Check this Rocket's range before advancing.
- C** A loaded APC can make it to the HQ from here.
- D** Capture these cities to heal units.



2 GUNFIGHTER

ANDY VS. GRIT

BASES ORANGE STAR: 8 **ENEMY: 7** **NEUTRAL: 8** **FACTORIES: 2**

STRATEGY

Indirect Combat is Grit's forte, so you must strike quickly to nullify his advantage. Check his unit's range every turn, and focus on building Infantry and Md. Tanks. Cross the river and take the cities to the north, then send a stream of tanks across the bridge. Concentrate on eliminating troops, not taking the HQ.

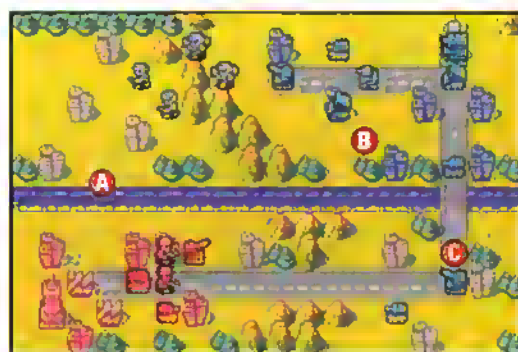
THE TURNING POINT

You're on your way once the areas south of the river and west of the mountains are yours. Amass your units just outside the range of Grit's Rockets, then send them on a massive attack run and take him out in one fell swoop.

UNITS

INFANTRY X2, TANK, APC, ARTILLERY

- A** Move Infantry and Mechs across the river to capture cities.
- B** Check the Rockets' range before moving in.
- C** Stage units south of the river and cross quickly here. Recon backed by Md. Tanks works well.



3 AIR ACE!

ANDY VS. EAGLE

BASES ORANGE STAR: 6 **ENEMY: 8** **NEUTRAL: 7** **FACTORIES: 1**

STRATEGY

Take out the Md. Tank and B. Copter to the east, then wait for Eagle's air force to approach. Keep your AA units and Missiles safe, then strike his air units when they get too close. Once they are destroyed, place an Infantry unit on a T. Copter and take the HQ. Protect the Infantry with Rockets on the island west of the HQ.

THE TURNING POINT

Eagle is helpless without his air force, and you're on the road to victory once it's destroyed. If your T. Copter is wiped out, block passage from the northern factory with a Md. Tank and move Infantry along the road to the HQ.

UNITS

INFANTRY X2, MECH X2, ANTI-AIR X2, TANX, MD. TANX, APC, ARTILLERY, MISSILES, B. COPTER, T. COPTER

- A** Keep your T. Copter and Anti-air units at the map's edge.
- B** Quickly move in with Md. Tanks to capture this strategic island.
- C** Watch for Rockets from the factory that threaten your Infantry.



4 MAX STRIKES!

MAX VS. OLAF

BASES ORANGE STAR: 3 **ENEMY: 6** **NEUTRAL: 4** **FACTORIES: N/A**

STRATEGY

Have your Subs dive and take out the Battleships, use your Rockets to provide cover fire, then move your land units west and smash through Olaf's forces. You must eliminate Olaf's navy right off the bat, or his Battleships will cut your land units to ribbons.

THE TURNING POINT

If you can make it through Olaf's second Blizzard attack with a fair number of units still in operation, you have a fighting chance. Watch for Rockets and Artillery stashed near his HQ.

UNITS

INFANTRY X2, MECH X2, TANX X2, MD. TANK X2, SUB X2, APC, ARTILLERY, ROCKETS, BATTLESHIP, LANDER

- A** Submerge your Subs and attack the Battleship closest to the shore.
- B** Fight tanks with tanks, using Artillery as cover fire.
- C** Watch Olaf's Battleships! Keep your troops from until the Subs have done their job.



5 SNIPER!

ANDY VS. GRIT

BASES ORANGE STAR: 3 **ENEMY: 6** **NEUTRAL: 5** **FACTORIES: N/A**

STRATEGY

You'll be a sitting duck unless you leapfrog your units—don't move the Recon units out of protective range. Move Infantry into the mountains for a better view. The best strategy with Fog of War is to move units from one set of woods to the next. Units in woods can be seen only by a unit in an adjoining square.

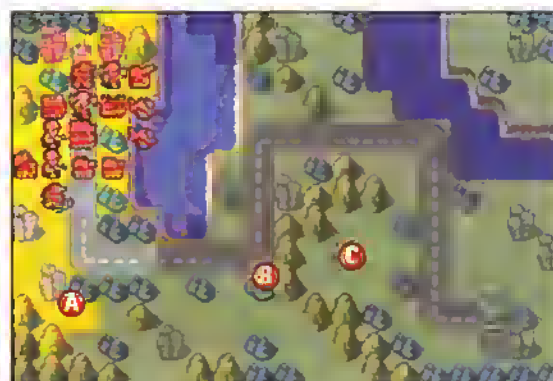
THE TURNING POINT

You're sitting pretty if you can eliminate the indirect combat units that are surrounded by mountains. Grit doesn't have a lot of units, but they're perfectly situated to catch you in the crossfire and quite difficult to reach.

UNITS

INFANTRY X2, MECH X2, RECON X2, TANK X2, B. COPTER X2, MD. TANX, APC, ARTILLERY, ROCKETS, T. COPTER

- A** Capture these cities to resupply and heal units.
- B** Send a T. Copter across the mountains and drop Mechs off to peck away at his troops.
- C** Beware the Artillery units hiding here.



6 BLIZZARD BATTLE

MAX VS. OLAF

BASES ORANGE STAR: 3 **ENEMY: 6** **NEUTRAL: 13** **FACTORIES: 2**

STRATEGY

You must capture 12 bases, all the western bases and one in the east. Send your units north immediately and hold the northern bridge at all costs. Next, capture the factory, then send Infantry to take the other cities. The city on the east side of the southern bridge should be the final base you take.

THE TURNING POINT

If you can hold the northern bridge, you're in the clear. If Olaf's units manage to break through, you're in a world of hurt. Once you have the northern factory, build Rockets and Md. Tanks to guard the bridge.

UNITS

INFANTRY X2, MECH X2, TANK, MD. TANK, APC

- A** This bridge must be held at all costs.
- B** Position units to guard this bridge as well.
- C** This is the easiest eastern city to capture. Watch for Artillery fire.



7 HISTORY LESSON

MAX VS. GRIT

BASES ORANGE STAR: 3 **ENEMY: 7** **NEUTRAL: 4** **FACTORIES: N/A**

STRATEGY

Grit has a Battleship in the northeast corner that's tough to find. After taking out his Sub and Cruiser, dispatch a submerged Sub to destroy it. Eliminate his western units first, then cross with Landers, taking cover in the woods whenever possible. You'll lose units to his Sniper Attack, so be prepared.

THE TURNING POINT

If you can take the western land mass and eliminate the hidden Battleship, you're almost there. If your Lander units are destroyed before you can move troops east, however, then the battle is lost.

UNITS

SUB X3, INFANTRY X2, MECH X2, MD. TANK X2, LANDER X2, RECON, APC, BATTLESHIP, CRUISER

- A** Destroy northern opposition first.
- B** Destroy the hidden Battleship.
- C** Send a Md. Tank and Infantry in a Lander once the Battleship is destroyed.
- D** Beware hidden Artillery strikes.



8 SAMI'S DEBUT

SAMI VS. EAGLE

BASES ORANGE STAR: 4 **ENEMY: 8** **NEUTRAL: 9** **FACTORIES: N/A**

STRATEGY

Keep your T. Copter, Antiair and Missile units together and protected. Use a flying column to move up the road, advancing slowly and using the woods for cover. When you near the HQ, protect the T. Copter with Missiles and a Fighter and drop Infantry on the HQ. Use Sami's CQ Power to capture it quickly.

THE TURNING POINT

Sami's Debut depends upon the T. Copter. If you can make it to the third river with the T. Copter intact, you're in good shape. Watch for Eagle's air units! He has plenty, and they usually strike from out of nowhere.

UNITS

INFANTRY X2, MECH X2, ANTI-AIR X2, B. COPTER X2, T. COPTER X2, TANK, MD. TANK, APC, ARTILLERY, MISSILES, FIGHTER

- A** Protect your Antiair units.
- B** Scout terrain before moving forward, and leapfrog units through the woods.
- C** After eliminating Eagle's air force, use T. Copter to reach the river and capture the HQ.



9 KANBEI ARRIVES!

MAX VS. KANBEI

BASES ORANGE STAR: 6 **ENEMY: 7** **NEUTRAL: 4** **FACTORIES: N/A**

STRATEGY

As soon as the battle begins, use Md. Tanks to eliminate Kanbei's Rockets, then fall back to the two mountain passes. Use your Md. Tanks to hold the passes and Rockets and Artillery to bombard the oncoming forces. Once you've eliminated most of Kanbei's units, load the APC and swoop into his HQ.

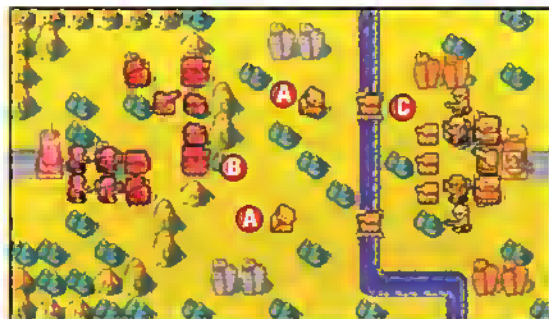
THE TURNING POINT

You're in good shape if you can survive Kanbei's initial Morale Boost attack with both passes still secure. Pound away at his forces with Indirect Combat units until there's an opening to the north or south, then send the APC.

UNITS

INFANTRY X2, MECH X2, TANK X2, MD. TANK X2, ROCKETS X2, APC, ARTILLERY

- A** Use Md. Tanks to eliminate Rockets.
- B** Move the Rocket-crushing Md. Tanks back to mountains to prevent Kanbei from reaching your units.
- C** Use Infantry in an APC to quickly reach his vulnerable HQ.



10 MIGHTY KANBEI

SAMI VS. KANBEI

BASES ORANGE STAR: 10 **ENEMY: 13** **NEUTRAL: 2** **FACTORIES: 3**

STRATEGY

You need to protect both bridges leading to your HQ, but the eastern one is the more important. If it falls, Kanbei will overrun your troops. Hold both bridges with Md. Tanks and pound away at Kanbei with Artillery and Rockets. Once you open a path to the south, send an APC racing to his undefended HQ.

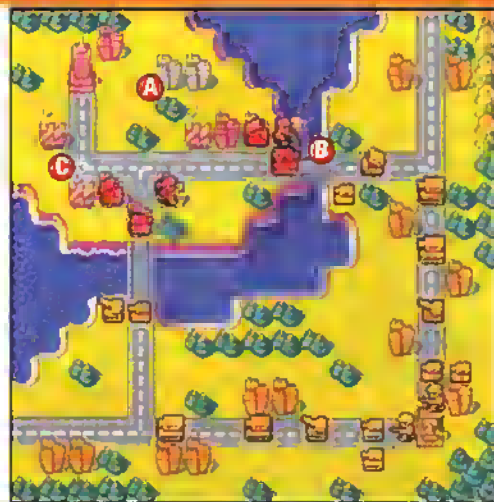
THE TURNING POINT

If you can hold the eastern bridge, you're golden. If it falls, the battle falls with it. Kanbei's forces are too powerful to beat back once they break through. The southern bridge can fall, because he doesn't have as many troops there.

UNITS

ROCKETS X2, INFANTRY, MECH, TANK, MD. TANK

- A** Capture these cities to increase your credits.
- B** Hold this bridge with Md. Tanks, replacing them as needed.
- C** Have your factories build Md. Tanks and Rockets exclusively.



11 KANBEI'S ERROR?

ANDY VS. KANBEI

BASES ORANGE STAR: 4 **ENEMY: 5** **NEUTRAL: 18** **FACTORIES: 3**

STRATEGY

Use your first T. Copter to lure Kanbei's air force to you, then smash them with Missiles and AA units. Send a B. Copter to the island marked "A" to slow Kanbei's progress, then take the airport and cities to the north. Keep building B. Copters, then take island "A" once you have the firepower.

THE TURNING POINT

If you can hold Kanbei back at island "A," you should be able to win. Don't bother with the southern island or Kanbei's HQ. If Kanbei's Infantry on island "A" survives the B. Copter attack, you're in trouble.

UNITS

INFANTRY X2, ANTI-AIR, FIGHTER, MISSILES, T. COPTER, B. COPTER

- A** Take out Infantry with a B. Copter to stop Kanbei from taking cities.
- B** Capture these cities early.
- C** Take the island and build B. Copters.
- D** T. Copters can often land safely here.



12 DIVIDE & CONQUER

MAX VS. SONJA

BASES ORANGE STAR: 4 **ENEMY:** 9 **NEUTRAL:** 4 **FACTORIES:** N/A

STRATEGY

Use Recon units to leapfrog through the woods and find enemies. Send most of your forces north, deploying a Tank and Infantry along the southern border as a distraction. Once you clear a path to the northernmost road, load Infantry onto an APC and sneak through the woods. Use Sami's CO Power to take the HQ.

THE TURNING POINT

You can make it to the northern road with almost no casualties. As long as you get there with an APC, Infantry and a couple of units for cover, you can capture the HQ with little trouble.

UNITS

TANK X3, INFANTRY X2, MECH X2, RECON, MO. TANK, APC, ARTILLERY, ROCKETS

- A** Capture these cities for quick HP and Fuel.
- B** Place Infantry units in the mountains to increase their Vision.
- C** Ignore these cities—they will only slow you down.



13 SAMI MARCHES ON

SAMI VS. SONJA

BASES ORANGE STAR: 7 **ENEMY:** 10 **NEUTRAL:** 14 **FACTORIES:** 3

STRATEGY

Deploy your units as fast as possible. Place most of them on the large island to the north, but land a couple on the southern island to prevent the enemy from taking the factories. Get captured factories up and running, then build Md. Tanks and Rockets for cover fire. Protect your Landers from attack at all costs.

THE TURNING POINT

If you capture the northern and southern factories and start producing units there, you're doing well. If you lose your Lander before capturing the southern factory, your chances of success will plummet.

UNITS

INFANTRY X2, MECH X2, LANDER X2, RECON, TANK, MO. TANK, APC, ROCKETS, BATTLESHIP, CRUISER, SUB

- A** Land on the northern island with your strongest troops, then hold on.
- B** Capture the factory, or at least prevent the enemy from taking it.
- C** Block the submarine by planting a submerged Sub in the reef.



14 SONJA'S GOAL

ANDY VS. SONJA

BASES ORANGE STAR: 5 **ENEMY:** 10 **NEUTRAL:** 6 **FACTORIES:** N/A

STRATEGY

Ignore the Lander in this mission—you have only one, and trying to load and unload units will slow you down. Form your troops into flying columns and circled wagons and leapfrog up the southeast coast, taking cities as you go. Use your Subs to eliminate Sonja's naval forces ASAP.

THE TURNING POINT

If you can cross the southern bridge with a flying column and an Infantry unit intact, you're in good shape. If your naval units are destroyed before you eliminate Sonja's Battleship, you'll have a rough go of it.

UNITS

INFANTRY X2, MECH X2, RECON, TANK, MO. TANK, APC, ROCKETS, AIRCRAFT, MISSILES, B. COPTER, T. COPTER, BATTLESHIP, CRUISER, LANDER, SUB

- A** Take and hold the bridge.
- B** Landers can use this shoal to drop off troops—but it takes time.
- C** Watch for Rockets and Artillery hiding in the woods.



15 CAPTAIN DRAKE

ANDY VS. DRAKE

BASES ORANGE STAR: 3 **ENEMY:** 3 **NEUTRAL:** 12 **FACTORIES:** 2

STRATEGY

Immediately load Mechs into your Lander and take the center island, then take and hold the two cities to the south. Submerge your Subs and take out Drake's navy. Once the navy is destroyed, take the top two cities on the eastern island. Form your units into a flying column and proceed to Drake's HQ for victory.

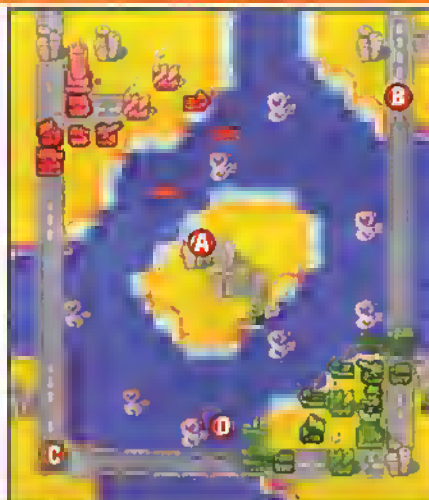
THE TURNING POINT

You'll know you're doing well if you destroy Drake's navy and hold the center island through his second Tsunami attack. If your Lander is destroyed before you can place Mechs on the center island, you'll want to start over.

UNITS

SUB X2, TANK, MD. TANK, APC, ARTILLERY, ROCKETS, LANDER

- A** Dispatch Mechs to the center isle.
- B** Take cities in the northeast.
- C** Send a flying column down the road to stall the enemy.
- D** Use Subs to eliminate Battleships.



16 NAVAL CLASH

SAMI VS. DRAKE

BASES ORANGE STAR: 3 **ENEMY:** 8 **NEUTRAL:** 5 **FACTORIES:** N/A

STRATEGY

Submerge your Subs and use them to take out Drake's navy. Keep a Cruiser within range to ward off his Sub attacks. Transport a Recon unit to the north shore, then leapfrog through the woods and flush out enemies. If you eliminate Drake's navy with your Battleship intact, use it to bombard land-based enemies.

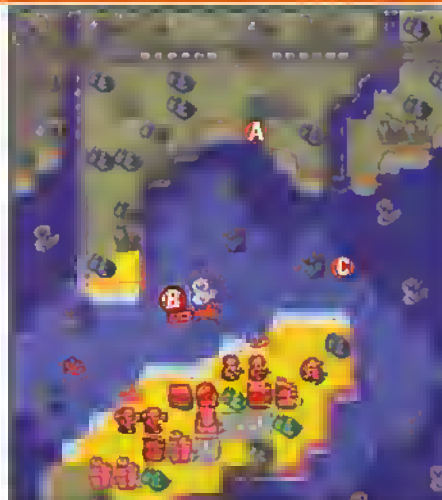
THE TURNING POINT

If you can destroy Drake's Sub and Battleship and gain a foothold on the northern plot of land, you'll be in the catbird seat. If Drake destroys your Lander before you can move troops to the north, the mission is finished.

UNITS

INFANTRY X2, MECH X2, TANK X2, SUB X2, RECON, MD. TANK, APC, ROCKETS, BATTLESHIP, CRUISER, LANDER

- A** This is a good place to land troops.
- B** Protect your Lander at all costs.
- C** Leapfrog submerged Subs through the reeds to expose Drake's naval units.



17 WINGS OF VICTORY

MAX VS. EAGLE

BASES ORANGE STAR: 4 **ENEMY:** 9 **NEUTRAL:** 5 **FACTORIES:** N/A

STRATEGY

Patience will be rewarded in this mission. Pull your AA units, Missiles and air force back to the western edge of the battlefield and let Eagle's air units come to you. Rush up and smash his air force once it draws near, then use your Bombers, Rockets and Md. Tank to grind his ground forces into dust.

THE TURNING POINT

If you can destroy Eagle's Bombers and Fighters by the third round, you're in the clear. Eagle will often use his Lightning Attack during day three, so make the first strike against his air units during day two or three.

UNITS

ANTI-AIR X2, FIGHTER X2, INFANTRY, MECH, TANK, MD. TANK, APC, ROCKETS, MISSILES, BOMBER, B. COPTER

- A** Keep your air force secure until Eagle approaches.
- B** Focus on Eagle's Bombers, then worry about his other units.
- C** Infantry in the T. Copter can reach the HQ with little trouble.



18 BATTLE MYSTERY

ANDY VS. DRAKE

BASES ORANGE STAR: 4 **ENEMY: 7** **NEUTRAL: 5** **FACTORIES: N/A**

STRATEGY

Use Landers to move units onto the small island to the southeast. Submerge your Subs, then move your naval units east, taking out Drake's forces along the way. Bombard Drake's naval units from the shore with your Rockets. Once your navy rounds the bend and moves south, take a flying column down the road.

THE TURNING POINT

If you can eliminate Drake's troops at point "C," the day is almost won. Drake's Lander is hiding at point "A," and it can be attacked with Rockets or tanks if your navy happens to go down.

UNITS

INFANTRY X2, TANK X2, CRUISER X2, LANDER X2, SUB X2, RECDN, MD. TANK, APC, ROCKETS, BATTLESHIP

- A** Drake's Lander is hiding here.
- B** This is a good landing place for your units.
- C** Watch for a strong naval presence here. Have Battleships and Rockets at the ready.



19 ANDY TIMES TWO

MAX VS. EVIL ANDY

BASES ORANGE STAR: 4 **ENEMY: 10** **NEUTRAL: 5** **FACTORIES: N/A**

STRATEGY

You're dependent on Eagle for this mission, so you may run into trouble through no fault of your own. Assume Eagle will eliminate all of Evil Andy's air force and a few of his Md. Tanks. Send most of your units north to distract Evil Andy, then use an Infantry unit loaded on a T. Chopper to take the HQ on day four or five.

THE TURNING POINT

If you can keep your T. Copter and Lander through day four, you're good to go. You'll need to gauge Eagle's chances of success carefully—if he doesn't clear out the area south of the HQ, distract Evil Andy's troops by landing ground units.

UNITS

INFANTRY X2, MECH X2, MD. TANK, APC, ROCKETS, T. COPTER, BATTLESHIP, LANDER, SUB

- A** Capture these cities to slow Evil Andy's pace.
- B** Eliminate this Sub before it destroys your Lander.
- C** Use a T. Copter to drop Infantry in the HQ.



20 ENIGMA

SAMI VS. STURM

BASES ORANGE STAR: 8 **ENEMY: 10** **NEUTRAL: 11** **FACTORIES: 1**

STRATEGY

Send troops to capture the bases marked "A." Move other units south on the road, taking cities as you go. You'll need to build lots of AA units in your first few turns. Once you have the port secure, take the airport marked "C" and slowly push Sturm's forces back. The mission will take some time to finish.

THE TURNING POINT

If you can capture and hold areas "A" and "B" and eliminate Sturm's air units, you should be able to hold him off. Build Missiles and AA units until his air force is no longer a threat, then build Md. Tanks and Rockets to storm his base.

UNITS

INFANTRY X2, MECH X2, TANK, MD. TANK, APC, ROCKETS, ANTI-AIR, MISSILES, T. COPTER, LANDER, SUB

- A** Take these bases with a Lander.
- B** Send a flying column here, and check enemy Artillery ranges!
- C** Use a Lander or T. Copter to capture the airport.
- D** This is an excellent Lander position.



ANDY'S LIEUTENANTS

Two COs will fight by Andy's side in the final battle. Who your Lieutenants will be depends upon two things: which missions

you recently fought and how you beat them. See the Campaign Tree on page 43 to learn how to land the CO of your choice.



ANDY

Andy is automatically selected for the final battle. His CO Power is a huge help, but he'll spend much of the time playing catch-up.



SAMI

Sami's CO Power won't help much in the final mission, though the added range of her troops is a bonus.



MAX

Max is vulnerable to Sturm's air attacks, though his Md. Tanks can smash through Sturm's army.



EAGLE

If Eagle can get an air force up and running, he's a big help. It takes him a while, though, and you might not have that much time.



OLAF

Since Olaf's CO Power slows Andy as well as the enemy, it's not very helpful. Olaf is the weakest CO for the final battle.



DRAKE

Drake's got a great navy, but there's no water to float it in! His CO Power can give Sturm heartburn, however.



GRIT

Grit is the best Blue Moon CO for the final mission. His long-range attacks are invaluable, especially those employing Missiles.



KANBEI

Kanbei's troops are expensive, but his Md. Tanks make Sturm run for cover. Grab all the bases you can to increase Kanbei's credits.

21 THE FINAL BATTLE

ANDY VS. STURM

BASES

ORANGE STAR: 7
Factories: 2

BLUE MOON: 7
Factories: 2

YELLOW COMET: 7
Factories: 2

BLACK HOLE: 28
Factories: 5

NEUTRAL: 21



ANDY'S STRATEGY

Andy's job for the first few turns is simply to hold on. If you can take the cities to the north, do so—but don't leave your HQ undefended. Andy's Hyper Repair is a good counterbalance for Sturm's CO Power, a meteor attack that takes all but 2 HP from every affected unit.

ANDY'S UNITS

INFANTRY X2, MO. TANX X2, ANTI-AIR X2, B. COPTER X2, APC, MISSILES, T. COPTER



GRIT'S STRATEGY

Grit's plan is to build Missiles until Andy's position is secure, then start building Rockets. Sturm has a powerful air force, and Grit represents your best chance to take it out. Space troops evenly so Sturm's Meteor Strike doesn't weaken all your troops in one blow.

GRIT'S UNITS

MO. TANX X4, ANTI-AIR X4, TANX X2, RECON



KANBEI'S STRATEGY

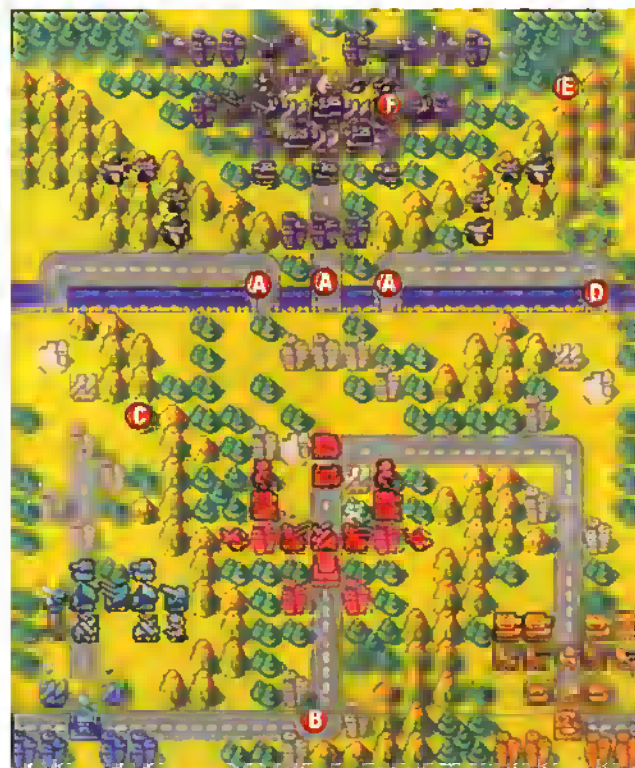
Send Kanbei's AA units to Andy's position for defensive help, then start building Md. Tanks. Kanbei can overrun cities and take the eastern bridge quickly, and Sturm will often overlook him during the first few turns. Use the time to build a strong land force and distract Sturm.

KANBEI'S UNITS

MO. TANX X4, ANTI-AIR X4, TANX X2, RECON

THE TURNING POINT

If you can secure the three cities north of Andy's HQ, you should be able to wear Sturm down. If your middle front collapses, or if Sturm's air force reduces Andy's troops to rubble, you'll want to try again. Sturm's Meteor Attack usually focuses on Grit, so capture cities and build Missiles and Rockets as fast as you can. Spreading out the neutral cities is a key to victory.



- A Sturm's land troops must move across these bridges.
- B Andy should capture these cities—he needs the funds.
- C Stagger Grit's Missiles along the mountain range.
- D Kanbei should take and hold this bridge within three turns.
- E T. Copters can distract Sturm by landing deep in his territory.
- F Eliminate Sturm's production capacity as you go.

BATTLE MAPS

The Battle Map shop is where to go if you're looking to spend some coins. You can purchase a wide variety of new maps in the shop and also a few Commanding Officers. You can use the new COs in the War Room or any multiplayer mode.

MAP FOLDERS

Before you can purchase a certain type of map, you must buy a folder in which to hold it. Hachi's Map Folders range in price from 50 to 100 coins, and he'll often throw in a few maps for free.

PREDEPLOYED MAPS

Predeployed Maps drop you into combat with a set type and number of troops—which means additional units cannot be built or deployed. There are 17 Predeployed Maps.

VS. MAPS

New Vs. Maps will give you extra theatres of war for Vs. Mode—but they can be used in either Vs. or Link Mode. There are a total of 17 different Vs. Maps for you to unlock.

THREE-PLAYER MAPS

New Three-Player Maps appear in Vs. or Link Mode. If you have only two players, the computer will play as the remaining CO. There are 20 Three-Player Maps.

FOUR-PLAYER MAPS

New Four-Player Maps appear in Vs. or Link Mode. Again, the computer will take over any remaining armies. There are 21 Four-Player Maps.



MEET HACHI

Hachi is the mad military map maker who runs the Battle Map shop. While he specializes in all things cartographical, Hachi also dishes out helpful advice from time to time. Visit his shop often to see his new wares and learn the straight story on Advance Wars.

WAR ROOM MAPS

War Room Maps can be used in either War Room Mode or any multiplayer arena. The firefights are highly challenging, so before tackling the War Room, gain some valuable combat

experience by playing through Campaign Mode at least once. We'll take you through a number of War Room battles in the following pages.

NO.	NAME	VERSUS	CITIES	Factories	AIRPORTS	SEAPORTS
1	SPANN ISLAND	OLAF	11	8	0	0
2	MDJI ISLAND	GRIT	24	8	0	0
3	DUO FALLS	KAN8EI	23	10	5	0
4	SDLE HAR8DR	DRAKE	22	8	0	3
5	PIVOT ISLE	EAGLE	17	10	4	3
6	LAND'S END	OLAF	23	12	3	0
7	KITA STRAIGHT	DRAKE	31	9	0	7
8	POINT STORMY	OLAF	24	14	4	4
9	RIDGE ISLAND	GRIT	17	8	0	0
10	MIAL'S HOPE	EAGLE	29	14	9	0
11	8OUNTY RIVER	SONJA	27	16	0	8
12	TOIL FERRY	GRIT	17	8	8	6
13	TWIN ISLE	KAN8EI	29	8	0	0
14	OIRE RANGE	EAGLE	31	14	10	0
15	EGG ISLANDS	ORAKE	26	18	0	9
16	TERRA MAW	SONJA	27	16	5	5
17	STAMP ISLANDS	KAN8EI, OLAF	26	19	13	11
18	RIVERS FOUR	GRIT, MAX	26	17	0	0
19	RING ISLANDS	DRAKE, SONJA	43	24	0	15
20	LAST MISSION	EAGLE, SAMI	31	20	10	0

1 SPANN ISLAND

INTEL CITIES: 11 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

STRATEGY

Spann Island's geography forces you to deploy troops throughout its middle, which leaves you wide open to enemy attacks from all sides. Take and hold the northern bridge, then quickly claim all the southern cities as your own. Once you do, build two flying columns and take out the enemy HQ. Sami and Kanbei are your best choices for this particular skirmish.

- A** Hold this bridge to keep Olaf's troops at bay.
- B** Capture these towns quickly to deny the enemy precious credits.
- C** Most of your battles will occur in and around these woods. Position strong units here and back them up with indirect combat units.
- D** Capture Olaf's factories in the north to eliminate production of new units.



2 MOJI ISLAND

INTEL CITIES: 24 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

STRATEGY

Moji Island can become a very lengthy battle of attrition if you don't overwhelm the enemy right off the bat. Make capturing the factory marked "A" your first priority, and build nothing but infantry and APCs until it is captured. Once it's under your control, start cranking out Md. Tanks, Rockets, Mechs and APCs. Send Mechs backed by flying columns to capture or take back the cities south of the factory, while using Mechs in APCs to leapfrog through the cities on the western coastline. Once you have a sizeable force built up, attack Grit from both sides and overwhelm his forces. Since Grit's direct combat units are weak, Tanks and Md. Tanks will be a huge asset. Max, Andy and Sami are all good choices for this mission.

- A** Capture this factory and start producing units immediately. Watch for Grit's Rocket fire.
- B** Use Mechs in APCs to capture cities on the coast.
- C** Sweep into this factory as soon as you can. If Grit claims it, your battle will be long and difficult. You can reach it within the first six days by using Mechs and APCs.
- D** From the woods, hold Grit's forces at bay, then move in once you have troops amassed at point "C." Your best bet is to attack Grit from two fronts.



3 DUO FALLS

INTEL CITIES: 23 FACTORIES: 10 AIRPORTS: 5 SEAPORTS: 0

STRATEGY

You need to cover a lot of ground quickly in Duo Falls, which means Sami is a perfect fit. Take the factories marked "A" and "B" as fast as possible, then build strong units and slowly push Kanbei back, taking bases as you go. If you've unlocked Eagle, build a massive air force and storm Kanbei's HQ with T. Copters and Bombers.

- A** Capture this factory quickly.
- B** This airport is difficult to hold, but useful.
- C** T. Copters can swoop in from here to capture cities and Kanbei's HQ.



4 SOLE HARBOR

INTEL CITIES: 22 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 3

STRATEGY

Drake's navy is as good as they come, but you can ignore the sea completely and just pound away with land troops. Take and hold the city marked "A" to force Drake's troops around the mountain range. Move Infantry over mountains when necessary, and build lots of Md. Tanks and Rockets. Grit, Max and Kanbei are all superb choices.

- A** This corridor is difficult to hold, but if you can secure the area you can easily take the cities to the north. Protect the city with Artillery and Rocket fire.
- B** Move Mechs over the mountains to take the eastern cities.
- C** Landing troops here can be a good distraction if used in conjunction with simultaneous attacks elsewhere—but Drake will cut your navy to ribbons in the meantime.



5 PIVOT ISLE

INTEL CITIES: 17 FACTORIES: 10 AIRPORTS: 4 SEAPORTS: 3

STRATEGY

The center island is important to hold in the beginning, but it will ultimately bog you down in a no-win stalemate. Use Landers to take the factory and airport on the center island, then capture as many cities as you can. Move into the cities south of your HQ and build flying columns there, then launch an attack on Eagle's HQ. Eagle's navy is weak, so you can build Battleships and blast his units from the shore. Build Cruisers to protect them from air units.

- A** Capture as much of the center isle as you can in the early rounds.
- B** Capture the bases to the south and launch your main attack from there.
- C** Use Battleships on the coast to slow Eagle's units in, then hit the coast with them with Battleships.
- D** Use flying columns to move on the HQ, then use a protected T. Copter to capture it.



6 LAND'S END

INTEL CITIES: 23 FACTORIES: 12
AIRPORTS: 3 **SEAPORTS:** 0

STRATEGY

Olaf begins with two airports at his disposal, and he'll send T. Copters at your HQ right away, so position Anti-air units and Infantry near the HQ to protect it. Send APCs with Mechs toward "C" as soon as you've defended your HQ, then build a flying column to protect them. Capture other cities after you secure the northern airport and factory.

- A** Place Anti-air units near your vulnerable HQ to protect it from Olaf's T. Copters.
- B** Use flying columns to protect this main route from invasion.
- C** Capturing and holding the factory and airport is vital to your success.
- D** A combination of flying columns and T. Copter invasions will finish off your weakened enemy.



7 KITA STRAIGHT

INTEL CITIES: 31 FACTORIES: 9
AIRPORTS: 0 SEAPORTS: 7

STRATEGY

You're fighting Drake again, so sea combat is a bad idea. Spend the beginning and middle portions of the campaign taking over the entire land mass where your base is located. Build Landers to move forces to the southern coast quickly, and take along an Md. Tank or two to repel any forces Drake might send over. Once you have plenty of credits, build up a massive Lander invasion force and storm Drake's cities and HD. Drake will try to sink your Landers as fast as you churn them out, so protect them with Cruisers, submerged Subs and Rockets. Grit and Andy are good choices for this mission—Grit's Rockets can even fly across the straight when used in conjunction with his Sniper CD power. This campaign can take quite a while, but it's one of the most enjoyable missions in the game.

- A** Capture this factory as quickly as possible.
- B** Capture the ports and start to produce Landers—but build Rockets, Cruisers and Subs to protect them.
- C** Position Md. Tanks and Rockets near the shore to repel Drake's frequent invasions.
- D** Capture this port to gain a foothold on which to land your invasion forces.



8 POINT STORMY

INTEL CITIES: 24 FACTORIES: 14 AIRPORTS: 4 SEAPORTS: 4

STRATEGY

Spend your first few days building a defensive force for your HQ. Simultaneously, move to the factory and airport at "B," capturing cities along the way with Infantry. Landers take too much time, so plan to strike Olaf from the ground and the air. Build Bombers and Missiles and head toward the HD with a flying column. If you can capture the port and factory directly south of your HD, you'll be able to attack Olaf's HD on two fronts. Eagle and Andy are the best COs for this mission.

- A** Protect your HQ by producing Anti-air units and Missiles early on.
- B** Capture this factory and airport ASAP—or risk an abysmal failure.
- C** Send Bombers to Olaf's HQ and soften him up for your final land invasion.
- D** Use flying columns and lots of Infantry to take cities on your way to Olaf's stronghold.



9 RIDGE ISLAND

INTEL CITIES: 17 FACTORIES: 8 AIRPORTS: 0 SEAPORTS: 0

STRATEGY

Capture all neutral cities within the first three days, then hunker down and start to amass troops. Grit will launch small invasions through the mountain passes and also shell you with Artillery, so check his range every turn. If you use a CO with strong land forces, like Max or Kanbei, build Md. Tanks and Mechs and storm Grit's troops on all fronts. If you use a finesse CO, like Andy or Grit, place Artillery and Rockets in and near your cities so the mountain passes are caught in the crossfire. Olaf is a decent CO to use here—his Blizzard power gives Grit's Artillery fits.



- A** Capture the northern cities. Stash Rockets there and use them with tanks to hold the pass.
- B** Position Artillery and Rockets to protect yourself from invasion.
- C** This is a good invasion route. Take Grit's city and push toward the HQ.
- D** Send Infantry to these cities to distract the enemy.

10 MIAL'S HOPE

INTEL CITIES: 29 FACTORIES: 14 AIRPORTS: 9 SEAPORTS: 0

STRATEGY

You've got a lot of ground to cover, which means T. Copters are the order of the day. Capture bases quickly while producing AA units and Missiles to protect your copters. You'll need to attack the HQ from both land and air to stand a chance. Wipe out Eagle's air defenses, then use Bombers to weaken the area around his HQ. Move in with flying columns to finish off the job.

- A** Control this area to avoid being overrun.
- B** Capture these cities and factories to increase production.
- C** This area will occupy Eagle's attention and give you credits to boot.
- D** Protected T. Copters flying over the ocean are a great distraction.



11 BOUNTY RIVER

INTEL CITIES: 27 **FACTORIES:** 16
AIRPORTS: 0 **SEAPORTS:** 8

STRATEGY

Set aside a large block of time before playing the Bounty River scenario. Take the port at "A," and build Battleships and Landers. Send Infantry east to capture bases, then build an invasion force. Take the shoreline north of your HQ and work your way across the land, taking Sonja's forces as you go. Andy and Drake are good COs to choose.

- A** Capture this port and dispatch Landers to snatch up southern cities and factories.
- B** Defend this shoreline from attack. Position Artillery and Rockets to destroy Sonja's Battleships and Landers.
- C** Land your forces here and capture enemy factories. Battleships are a must to back up your forces.
- D** Hold this sea-lane with Cruisers and submerged Subs or you'll be overrun.



12 TOIL FERRY

INTEL CITIES: 17 **FACTORIES:** 8 **AIRPORTS:** 8 **SEAPORTS:** 6

STRATEGY

Crit's navy is only so-so, so you should be able to control the seas. Capture bases on your island, quickly send Landers to the northwest island and claim it for your own, then take the airport on the top-middle island. Next, build up an invasion force and send a small unit to point "C" to distract Grit. Once his attention is occupied, send the rest of your force to "D" and take the HQ. Either Drake or Eagle will serve you well.

- A** Capture and hold this island ASAP.
- B** Fortify your own island against enemy attack by building Anti-air and Artillery units.
- C** Land here to distract Grit. Mechs, Infantry and Artillery will do the trick. Don't try to take cities, just hold your position.
- D** After capturing the other islands, land here and start your invasion.

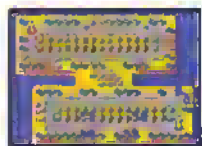


EVEN MORE WAR ROOM MAPS

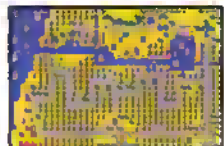
There are eight more missions in War Room Mode, some of which require you to battle more than one commander at the same time. Once you've finished War Room, there are plenty of

other modes to try, including Vs., Three-Player and Four-Player. There are over 60 additional missions in all, so you're sure to be busy for a while.

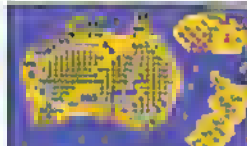
13: TWIN ISLE



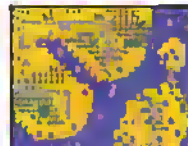
14: OIRE RANGE



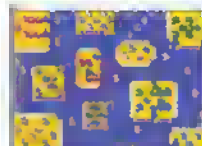
15: EGG ISLANDS



16: TERRA MAW



17: STAMP ISLANDS



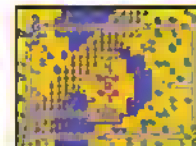
18: RIVERS FOUR



19: RING ISLANDS

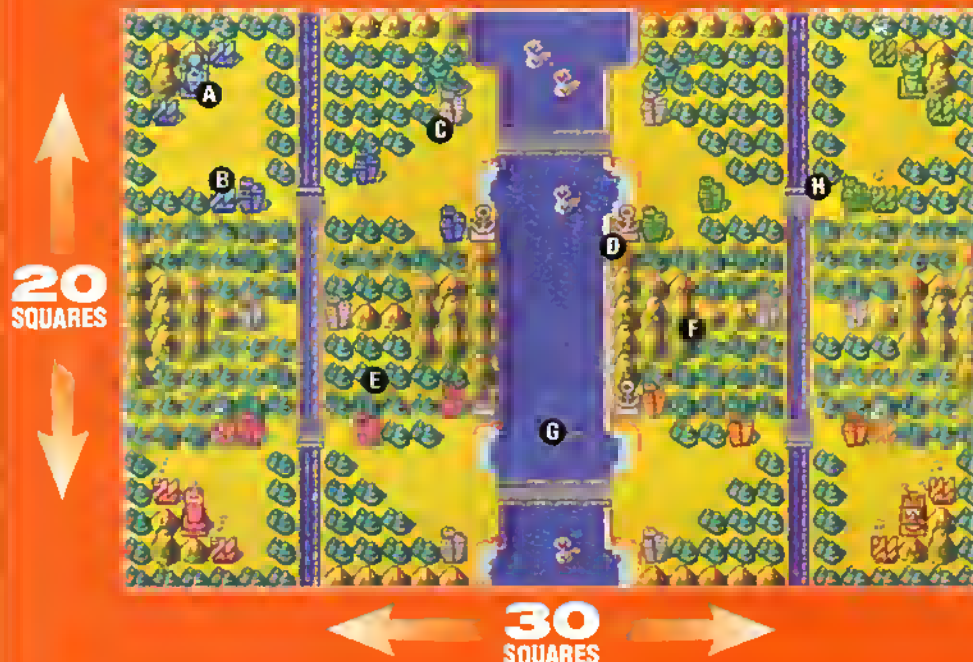


20: LAST MISSION



DESIGN MAPS

Take a few moments to learn about the Design Maps option. It's almost an entire game unto itself, and it gives Advance Wars infinite replay value. The basic tips below are sure to make your original campaigns smashing successes.



- A** Each map must include at least two HQs, and you can add as many as four.
- B** Each map must include either predeployed units or factories to produce new units.
- C** Include a few neutral cities to capture and use for fuel, ammo and extra credits.
- D** You must place ports at the water's edge. You can place airports on any land mass.
- E** Woods slow troop movement but add cover. They are a must for Fog of War missions.
- F** Mountains can be used to block open plains or force enemy troops to detour.
- G** Don't forget reefs, or your sea units won't have anywhere to hide.
- H** Be careful with bridges. Two huge armies fighting over one bridge makes for a dull mission.

ADVANCED MAP DESIGN TIPS

Map Design is like the rest of Advance Wars—easy to learn, but hard to master. Below, we've listed the three common mistakes

that rookie map designers often make, as well as a tip for building maps with an eye to history.

LEAVE MULTIPLE PATHS TO THE HQ



In the shot to the left, the red HQ is surrounded by mountains on two sides. Since there's only one way to approach it, the red CO can simply place Mt. Tanks around the HQ and hold off attacks indefinitely.

EXERCISE RESTRAINT WITH MOUNTAINS AND OCEANS



Mountains are a challenge, but too many will force units into predictable patterns and bog down your game. Water works in much the same way, so unless you want a huge naval battle, use it carefully.

LEAVE ROOM AROUND FACTORIES FOR TROOPS TO MOVE



Factories should have open spaces on at least three sides, and preferably four. The red CO in the shot to the left will have a tough time deploying troops. An enemy can quickly render his or her factories useless by parking units in front of them.

RECREATE HISTORICAL SCENARIOS



Want to relive Pearl Harbor without bad acting and a choosy love story? Build it yourself! We've recreated the Battle of Britain to the left. Other historical possibilities include D-Day and Gettysburg—where each side has nothing but infantry!

TRADING MAPS

Once you've created your map masterpiece, show off your skills by trading with a friend. You'll need two copies of the

Game Pak, two GBAs and a single Game Link Cable to complete the swap.



MAP SWAPPING IS FUN FOR EVERYONE



Well, who you might recognize from Training Mode, will help you trade maps with another player.



VS. MODE

1-4 PLAYERS

Versus Mode, or Vs. Mode as it is commonly known, lets you battle it out with four different players using only one GBA. Once a player has finished his or her turn, the GBA is passed to the next player. Vs. Mode uses maps purchased from the Battle Map shop, or you can play on maps you've designed yourself.

SPECIAL MAPS (17)

There are 17 Special Maps, and they contain missions that are particularly challenging. Don't begin a Special Map mission unless you have plenty of time to devote to it.

FIELD TRAINING (20)

There are 20 Field Training Maps. Though the mode shares a name with Nell's early instructional missions, the campaigns are anything but a cakewalk.

PREDEPLOYED (17)

There are 17 Predeployed Maps. No factories, ports or airports are permitted in Pre-Deployed Maps. You'll have to make do with the forces under your command at the beginning of the game.

THREE-PLAYER MAPS (20)

There are 20 Three-Player Maps, and, as the name suggests, they require three Commanding Officers. The computer will take over if you're short a human player.

FOUR-PLAYER MAPS (21)

There are 21 Four-Player Maps. They are some of the longest and most complex missions in the game, so patience will be required of all parties.

DESIGN MAPS

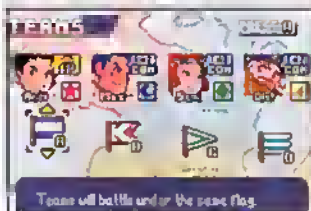
Design your own map and brag to your friends as you pound their units into dust. Advance Wars can store only a limited number of Designed Maps, so you may have to trade with a friend.

THE RULES OF WAR



Decide on the rules of combat before engaging your opponent. Check out the detailed option breakdown at the top of this page.

FRIEND OR FOE?



Allies are required for many of the multi-player missions, so you need to make sure that you choose a friend you trust. Note that you can damage friendly units—check your fire carefully.

TAKE COMMAND

You can pick any unlocked commander for Vs. battles. If you haven't unlocked a certain leader, visit the Battle Map shop and

see how many coins he or she costs. You must play through Campaign Mode at least once to get new COs.



SINGLE-PAK VS. MODE

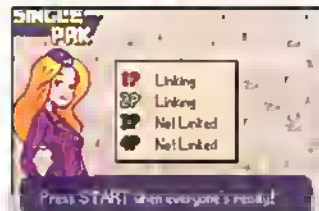
2-4 PLAYERS

2-4 GBAS

If you own between two and four GBAs, but only one Advanced Wars Game Pak, you can play on a custom map in Single-Pak Vs.

Mode. The computer determines both the map and the rules, and you cannot save in Single-Pak Vs. Mode.

READY FOR WAR



Only player one will see the initial setup screen. Other players will see the Game Boy Advance logo until the download is complete. Make sure you have enough Game Link Cables.

SMASH THEM ALL



You cannot choose your battlefield in Single-Pak Vs. Mode. If you want more control, simply play in Vs. Mode and pass around the GBA.

OPTIONS

Got fog? Want to get rid of it? The Options menu is the place to be. You can tinker with the rules to your heart's content, but all human players must agree.

FOG

Turn Fog of War on and off with the Fog command.

WEATHER

There are four weather options: Clear, Rain, Snow and Random.

FUNDS

Funds determines how many credits you receive from captured bases. It ranges from 1,000 to 9,500.

TURN

Turn limits the number of days a battle will last. It ranges from five to 99 days, or you can turn it off.

CAPTURE

Set the number of bases you need to win. It ranges from 12 to 30, or you can turn it off.

POWER

Turn GO Powers on and off with the Power command.

VISUALS

Set animation with the Visual command. For a faster game, turn all animations off.

LINK MODE 2-4 PLAYERS

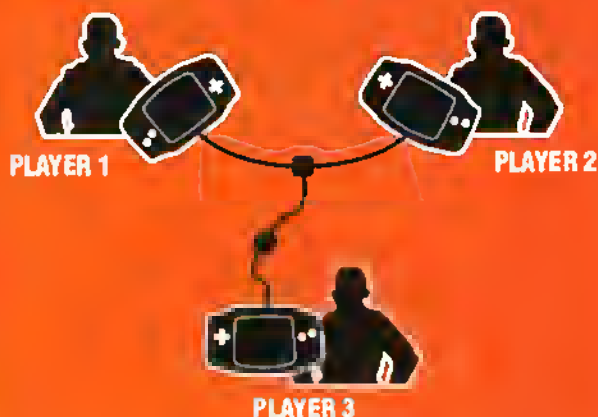
Linking is easy, but we'll give you a brief rundown of necessary equipment anyway. Be sure not to press too hard when connecting your Game Link Cables.

TWO-PLAYER LINK



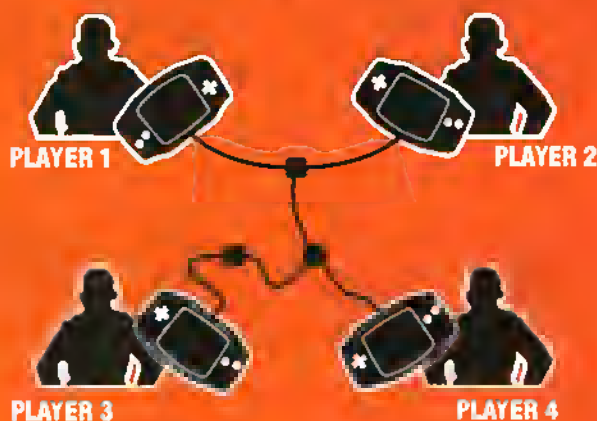
A Two-Player Link requires two GBA's and a single Game Link Cable.

THREE-PLAYER LINK



A Three-Player Link requires three GBA's and two Game Link Cables.

FOUR-PLAYER LINK

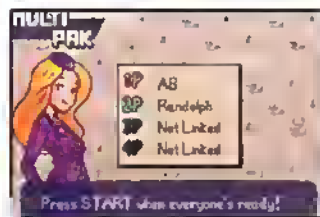


A Four-Player Link requires four GBA's and three Game Link Cables. The purple ends plug into the purple boxes on the cable, while gray ends plug into the GBA's.

LINK MODE MAPS

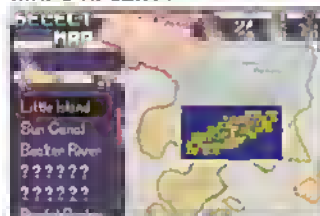
Link Mode lets you play with multiple players by connecting your systems with Game Link Cables. You can play both Multi-Pak and Single-Pak missions in Link Mode.

WAIT FOR IT



Nell will guide you through the linking process—though it's so simple her help isn't really needed. Make sure everyone is ready before pressing Start.

MAPS APLENTY

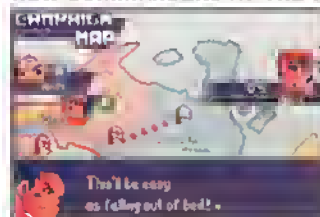


You can choose any unlocked map in Link Mode, but pay attention to whether a particular map is for Multi-Pak or Single-Pak missions. You'll need to adjust your Game Paks accordingly.

ADVANCED MODE

Was Campaign Mode a walk in the park? Left snoozing by the War Room? Well, Advance Wars has plenty of challenges left for even the most dedicated general—if you think you can handle it.

NEW COMMANDERS AT THE READY



Some COs are better suited for certain missions than others. Max can take on Drake with little trouble, but Sonja has a lot of trouble with the naval master. Try to defeat Campaign Mode using every available CO.

CHECK YOUR RANKS



The highest ranking possible in Campaign Mode is an "S." See if you can achieve the "S" ranking in every mission with every commander. It's tough!

STILL TOO EASY?



If you hold down the Select Button before entering Campaign Mode, you'll play in Advanced Mode. Advanced Mode missions give your enemy more units and you fewer forces, but the coin rewards are greater. Good luck!

WE SHALL NEVER SURRENDER

The battle for Advance Wars has just begun. Sporting huge maps, mind-bending strategy and more missions than you can shake a tank at, Advance Wars is the greatest bang for your GBA buck yet. Fight on, commander. It is a good day to triumph, and the day is not yet over!



NINTENDO POWER ADVANCE

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the
legend
lives
on

Castlevania

Circle of the Moon

all new for the game boy® advance



Use over 80 spell effects



Destroy Dracula's minions



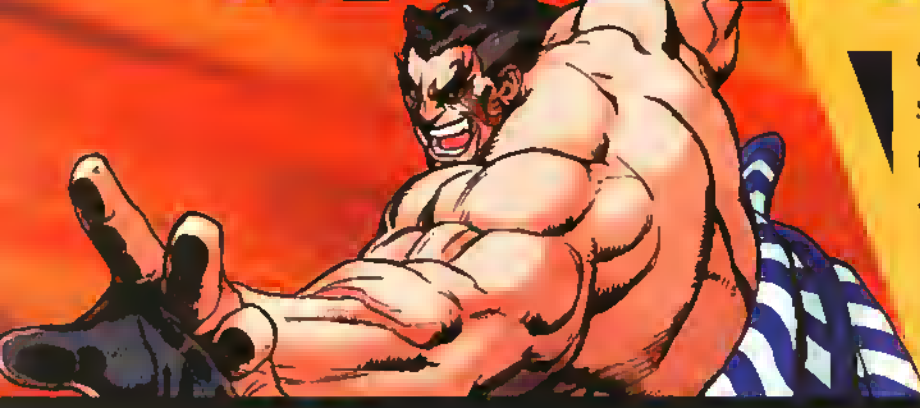
Choose from 5 sub-weapons



GAME BOY ADVANCE



SUPER STREET FIGHTER II: TURBO REVIVAL



Capcom's exciting, new installment in the popular Street Fighter II series combines all the best features from earlier Super Street Fighter II games with some new additions to create a tight, playable package. Players compete one-on-one using any of 16 characters, with the option of playing at four turbo speeds.

GENRE: FIGHTING

PLAYERS: 1 TO 2

RELEASE: SEPTEMBER 2001

WEBSITE: CAPCOM.COM



Violence

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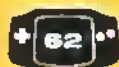
MODES OF FIGHTING

As a single player, you can battle your way through Arcade Mode, practice your moves in Training Mode or try out various tasks in Survival Mode. You can link up with another Game Boy Advance and Game Pak to play in VS. Mode. Victorious battles will reward you with VS points, shown at the bottom of the mode select screen. The better your fighting skill, the more points you'll earn. Earning points will unlock more features, such as Time Attack Mode, additional Survival Modes and the ability to play as two versions of Akuma, the final boss.



READING THE MOVES CHART

Commas separate sequential actions. A "+" means the button should be pressed at the same time as the Control Pad. All tips assume your player is facing right; reverse the arrows for left-facing fighters. Unless noted, you can use any strength of PUNCH or KICK. "Control Pad" means you can press in any direction to perform the attack. Press Select to enable Easy Commands.



NINTENDO POWER ADVANCE

nintendo.com



RYU

Taken in from an orphanage by martial arts master Gouken, Ryu learned the Shotokan fighting style. He entered the tournament again to avenge the death of his teacher at the hands of Akuma. The well-rounded fighter is much like his best friend, Ken Masters.

SUPER COMBO

SHINKU HADOKEN: ↓ ↓ →, ↓ ↓ →, PUNCH

SPECIAL MOVES

FIREBALL: ↓ ↓ →, PUNCH

DRAGON PUNCH: → ↓ ↓, PUNCH (Projectiles will go past you)

HURRICANE KICK: ↓ ↓ ←, KICK (Can also be done in the air)

SHAKUNETSU HADOKEN: ← ← ↓ ↓ →, PUNCH

OTHER MOVES

RUSHING PUNCH: → + MEDIUM or HEAVY PUNCH

THROW: Control Pad + MEDIUM or HEAVY PUNCH or KICK (Type of throw depends on whether you use PUNCH or KICK)

EASY COMMAND

A Button + B Button

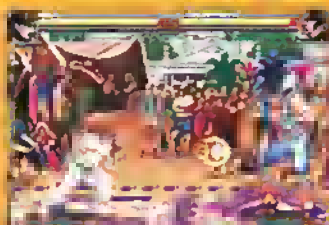
→, PUNCH

↓, PUNCH

←, KICK

←, PUNCH

STRENGTHS



Projectiles, like the blue, easy-to-execute Fireball and Shakunetsu Hadoken, allow you to keep your distance and put your opponents on the defensive. Ryu's Super Combo is an amazing five-hit fireball barrage.



Ryu has several double hits in his arsenal. When jumping, try a Light Punch for a double hit, or use a Rushing Punch on the ground. When close to an opponent, use a Heavy Punch for two hits.

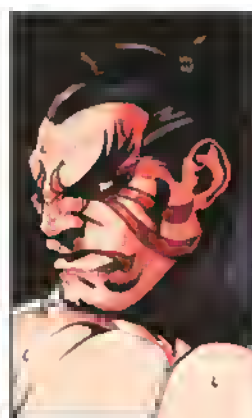
WEAKNESSES



While he has no specific weakness, Ryu's balanced arsenal doesn't give you a speed or strength advantage. You must become a more strategic fighter when facing someone bigger or faster than Ryu.



Ryu is vulnerable after executing Fireballs and Dragon Punches. If your opponent blocks your attack, he or she can stay close and strike afterward. Use the moves when they can knock your opponent away.



E. HONDA

E. Honda entered the competition to prove the value of a sumo lifestyle. His discipline and hard training allow him to perform quick air attacks as well as powerful, traditional sumo holds with ease. He works best as a close and medium-range fighter.

SUPER COMBO

OGI BAISSO: Hold ← 2 seconds, → ← →, PUNCH

SPECIAL MOVES

SUMO HEAD BUTT: Hold ← 2 seconds, →, PUNCH

HUNDRED HAND SLAP: Tap PUNCH repeatedly (Lunges forward when using HEAVY PUNCH)

SUMO SMASH: Hold ↓ 2 seconds, ↑, KICK

OICHO THROW: → ↓ ↓ ← ← →, PUNCH

OTHER MOVES

THROW: Control Pad + MEDIUM PUNCH

SUMO GRIP: Control Pad + HEAVY PUNCH

KNEE TO FACE: Control Pad + HEAVY KICK

JUMPING ATTACK: ↓ + LIGHT or MEDIUM KICK (Jump forward)

LONG DISTANCE LOW KICK: ← or → + HEAVY KICK

EASY COMMAND

A Button + B Button

← →, PUNCH

Tap PUNCH repeatedly

↓ ↑, KICK

→ ←, PUNCH

STRENGTHS



E. Honda can't hurl fireballs, but he uses his body as a projectile. Use the Sumo Head Butt or Sumo Smash to strike hard and fast. If someone gets close, try one of his many throws or holds, like the devastating Oicho Throw.



Many of E. Honda's kicks and punches have good range. The Long Distance Low Kick and Hundred Hand Slap both work from a distance. When opponents are jumping toward him, a Heavy Punch will stop them handily.

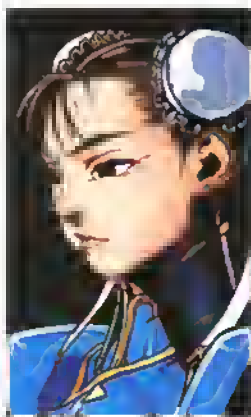
WEAKNESSES



E. Honda executes many of his punches and kicks slowly, which gives his opponent more time to read his moves. For a better chance of contact, try letting your opponent strike first. Block the attack, then strike.



Be careful when fighting opponents with projectiles. E. Honda's Hundred Hand Slap and Sumo Head Butt are effective but leave him vulnerable to attack. Try a Sumo Smash to jump over projectiles, then strike from above.



CHUN-LI

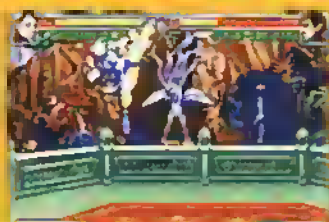
As a young girl, Chun-Li learned to fight from her father, a Chinese Interpol agent. She later joined Interpol when she found out M. Bison murdered her father. She fights with speed and fury, intent on bringing peace to her father's soul.

SUPER COMBO	EASY COMMAND
SENSEI SUPERCAR: Hold ← 2 seconds, →, →, KICK	A Button + B Button
SPECIAL MOVES	
KIKOKEN: Hold ← 2 seconds, →, PUNCH	← →, PUNCH
HYAKURETSUKYAKU: Tap KICK repeatedly	Tap KICK repeatedly
SPINNING BIRD KICK: Hold ← 2 seconds, →, KICK	← →, KICK
TENSHOKYAKU: Hold ↓ 2 seconds, ↑, KICK	↓ ↑, KICK
OTHER MOVES	
NECK FLIP KICK: ↘ + HEAVY KICK	
BACK FLIP KICK: ↖ + MEDIUM KICK	
WALL JUMP: ↖ When against left side of screen, → after grabbing wall (Reverse move for right side of screen)	
THROW: Control Pad + MEDIUM or HEAVY PUNCH (Can also be done in the air)	
HEEL STOMP: ↓ + MEDIUM KICK (When in the air)	

STRENGTHS

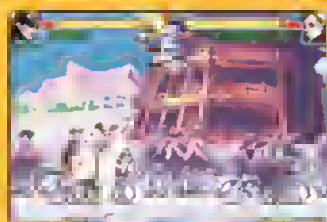


Her long-range flying kicks and attacks from above make striking from the air one of Chun-Li's specialties. When opponents are directly below her, try using the Heel Stomp.

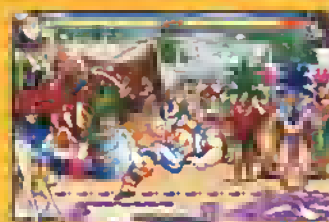


For multiple hits, Chun-Li can use the Spinning Bird Kick or Tenshokyaku. The latter has excellent vertical range and can hit opponents from the ground or when they are jumping toward her.

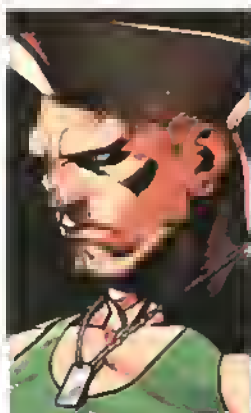
WEAKNESSES



You can use Chun-Li's jumping skills as a defense, but be ready to block when you land. If you are cornered, use the Wall Jump for a quick escape or Hyakuretsukyaku as a close-quarters defense.



Chun-Li doesn't have many powerful close moves, so keep her at a distance, stay in the air and keep moving, then strike. On the ground, use Kikoken as a distance defense but don't try to keep up with Ryu's fireballs.

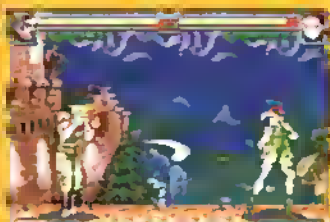


GUILE

Until he left the Army, Guile was perhaps its finest soldier. Now he is haunted by the untimely demise of Charlie, his best friend and Army buddy. M. Bison killed Charlie during a mission he was on with Guile. Now Guile awaits his chance to get even.

SUPER COMBO	EASY COMMAND
DOUBLE SOMERSAULT KICK: Hold ↘ 2 seconds, ↖, ↗, KICK	A Button + B Button
SPECIAL MOVES	
SONIC BOOM: Hold ← 2 seconds, →, PUNCH	← →, PUNCH
SOMERSAULT KICK: Hold ↓ 2 seconds, ↑, KICK	↓ ↑, KICK
OTHER MOVES	
SIDE KICK: ← or → + HEAVY KICK (When close to opponent)	
BACKFIST: → + HEAVY PUNCH (If too close to opponent, you will do a Back Kick)	
KNEE BAZOOKA: ← or → + LIGHT KICK	
THROW: Control Pad + MEDIUM PUNCH (Can also be done in the air)	
BACK DROP: Control Pad + HEAVY PUNCH	

STRENGTHS

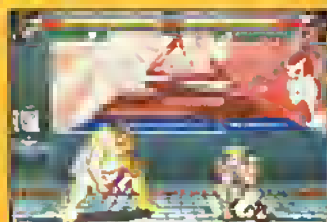


Guile's Sonic Boom is a handy projectile. It is useful for putting opponents on the defensive. Release it, then walk behind it for a secondary strike after the Boom hits. Turn on Easy Commands to execute rapid Sonic Booms.

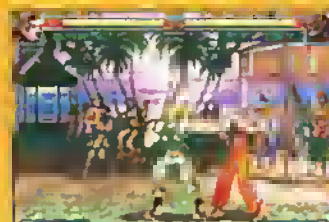


Guile has good range with kicks and punches. His Low Heavy Kick has a second hit with a long range, which can surprise opponents. You can use the Somersault Kick or Guile's mid-air throw to counter jumping foes.

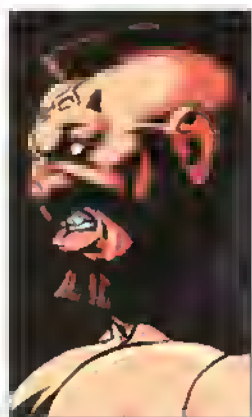
WEAKNESSES



Guile takes time to charge up his Special Moves. The charging gives opponents a clue as to what might be coming up, so playing Guile can be a defensive exercise. If you do use the moves, pick your strike times carefully.



Guile has only a few Special Moves—fortunately, they are very useful. He also has some other moves to make up for his lack of Specials. The Backfist and Side Kick have good range and power for more standard fighting routines.



ZANGIEF

Currently a bodyguard for the president of Russia, Zangief used to pass his time wrestling bears. Zangief gets his inspiration from fighters like Mike Haggar and forces of nature. He is a slow mover, but once he grabs hold, his attacks are devastating.

SUPER COMBO

FINAL ATOMIC BUSTER: 360° on Control Pad x 2, PUNCH (When close)

SPECIAL MOVES

DOUBLE LARIAT: ↓ ↘ ↙, PUNCH

BANISHING FLAT: → ↘ ↓, PUNCH

SCREW PILE DRIVER: 360° on Control Pad, PUNCH

QUICK DOUBLE LARIAT: ↓ ↘ ↙, KICK

ATOMIC SUPLEX: 360° on Control Pad, KICK (When close to opponent)

FLYING POWER BOMB: 360° on Control Pad, KICK (If too close you'll do an Atomic Suplex)

OTHER MOVES

PILE DRIVER: Control Pad + MEDIUM PUNCH **HEAD SMASH:** Control Pad + HEAVY PUNCH (If do a Throw it in the air)

HEAD CHOMP: Control Pad + HEAVY KICK **GUT ATTACK:** ← or → + MEDIUM or HEAVY PUNCH (If too close, you'll do a grab)

BACK DROP: Control Pad + MEDIUM KICK **JUMPING FACE ATTACK:** ↓ + HEAVY PUNCH (When jumping toward opponent)

EASY COMMANDO

A Button + B Button (Close)

→ ↘, PUNCH

↘, PUNCH

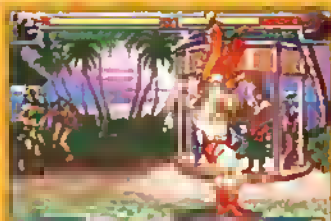
↓ ↑, PUNCH

→ ↘, KICK

↓ ↑, KICK

↓ ↑, KICK

STRENGTHS



Zangief has many incredibly damaging throws and grabs. Just a few of the bigger moves are enough to win the round. His Final Atomic Buster takes down about half an opponent's energy in a single move!

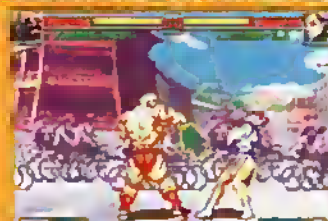


If opponents keep their distance by using projectiles, Zangief can employ the Lariat moves to let the projectiles pass by. His excellent defensive power lets him take hits while waiting for his opponent to get closer.

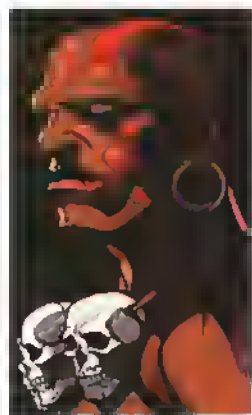
WEAKNESSES



Unless Easy Commands are enabled, some of Zangief's bigger moves can be difficult to perform. It's best to save moves like the Atomic Suplex and Screw Pile Driver for when an opponent is stunned.



Zangief moves slowly and the majority of his Special Moves require him to move close to his opponent, which makes it difficult to fight opponents with long-range moves. Try the Banishing Flat for a good long-range attack.



DHALSIM

Indian-born Dhalsim strives to attain perfect harmony between body and mind. To reach his goal, he constantly practices his special brand of yoga fighting. Dhalsim entered the tournament to prove that he has finally attained his long-sought perfection.

SUPER COMBO

YOGA INFERNO: → ↘ ↓ ↙ →, ← ↘ ↓ ↙ →, PUNCH

SPECIAL MOVES

YOGA FIRE: ↓ ↘ →, PUNCH

YOGA FLAME: ← ↘ ↓ ↙ →, PUNCH

YOGA BLAST: ← ↘ ↓ ↙ →, KICK

YOGA TELEPORT: → ↘ or ← ↙ or ↓ ↙ or ↓ ↘, PUNCH or KICK

OTHER MOVES

YOGA SPEAR: ↘ + KICK (When jumping. Angle varies with strength of KICK) **HEADBUTT:** ← + HEAVY PUNCH

YOGA HEADBUTT: ↓ + HEAVY PUNCH (When jumping)

THROW: Control Pad + HEAVY PUNCH

HEAD PUNCH: Control Pad + MEDIUM PUNCH

YOGA KNEE: ← + HEAVY KICK

EASY COMMANDO

A Button + B Button

→, PUNCH

← →, PUNCH

← →, KICK

← →, PUNCH or KICK

STRENGTHS



Dhalsim has the longest-range punches and kicks in the tournament and fireballs to keep his opponents at bay. His other fire moves are the Yoga Flame and Yoga Blast. The Yoga Blast shoots up high to ward off jumping foes.



Dhalsim's ability to teleport gives him a big advantage. Use it for a quick escape when you're cornered or to surprise your opponents. Try teleporting close behind someone, then attacking with a grab or throw.

WEAKNESSES



Dhalsim's very slow movement can leave you vulnerable to attack. Try using the Yoga Spear or Yoga Headbutt as an alternative to kicking in the air. You can teleport toward your opponents to get close to them quickly.



Dhalsim has a weak defense. Use projectiles and fire to keep opponents from getting close enough to hit him. Use his long-range kicks and punches to fight from a distance. If an opponent comes in too close, teleport away.



BLANKA

Rumor has it that Blanka is one of two survivors of a plane crash that occurred in a remote part of Brazil. A human child who was raised by animals, Blanka is more beast than man. His years in the jungle have taught him to generate a strong electrical current.

SUPER COMBO	EASY COMMAND
GROUND SLAVE ROLL: Hold ← 2 seconds, →, →, PUNCH	A Button + B Button
SPECIAL MOVES	
ELECTRIC THUNDER: Tap PUNCH repeatedly	Tap PUNCH repeatedly
ROLLING ATTACK: Hold ← 2 seconds, →, PUNCH	← →, PUNCH
VERTICAL ROLLING: Hold ↓ 2 seconds, ↑, KICK	↓ ↑, KICK
BACKSTEP ROLLING: Hold ← 2 seconds, →, KICK (HEAVY KICK is faster and flies farther)	← →, KICK
OTHER MOVES	
SLIDING PUNCH: ↘ + HEAVY PUNCH	
HOP FORWARD: → + A Button + B Button (To Hop Backward, reverse direction on Control Pad)	
HEAD BUTT: ← or → + MEDIUM PUNCH	
HEAD CHOMP: Control Pad + HEAVY PUNCH	

STRENGTHS



Blanka has great all-around offensive and defensive skills. A few powerful moves can be more rewarding than a constant barrage of attacks. Defend until you have an opportunity, then pick your moves carefully.



For a good counterattack, try Electric Thunder when an opponent jumps toward you. If cornered, use Backstep Rolling or Vertical Rolling. The Sliding Punch is good for attacking and sliding under some projectiles.

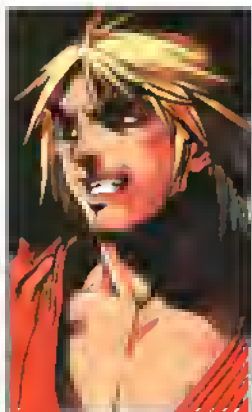
WEAKNESSES



Blanka's overall speed is his biggest weakness. His regular attacks can be slow and his Special Moves must charge up. Use hops and rolls to get around quickly, then strike. The Head Chomp is a good close-range attack.



Watch out for attacks while rolling, because some opponents can get through. A good technique is to use rolling attacks when your opponent is mid-jump. Blocking right after rolling is also a good defensive strategy.

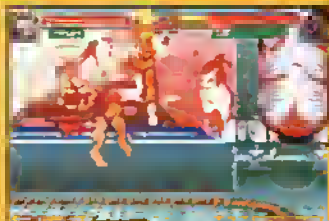


KEN

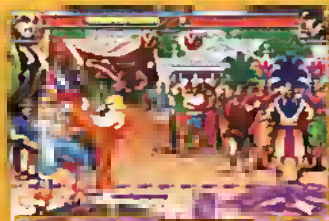
With a brash American attitude balanced by Japanese Shotokan training, Ken is the other fully balanced fighter in this tournament. Though happy with his life, Ken will join competitions for the challenge of facing Ryu, his old friend and training partner.

SUPER COMBO	EASY COMMAND
SHORYU REPPA: ↓ ↘ →, ↓ ↓, PUNCH	A Button + B Button
SPECIAL MOVES	
FIREBALL: ↓ ↘ →, PUNCH	→, PUNCH
DRAGON PUNCH: → ↓ ↘, PUNCH (Use HEAVY PUNCH for a Flaming Dragon Punch)	↘, PUNCH
HURRICANE KICK: ↓ ↘ ←, KICK (Can also be done in the air)	←, KICK
NATA OTOSHI GERI: → ↘ ↓, Tap KICK	↘, KICK
OSOTO MAWASHI GERI: ← ↗ ↓ ↘, Tap KICK	← →, KICK
OTHER MOVES	
THROW: Control Pad + MEDIUM or HEAVY PUNCH or KICK (Can be done in the air with Control Pad + MEDIUM or HEAVY KICK)	
KNEE TO FACE: ← or → + MEDIUM KICK	
AXE KICK: Hold KICK down when performing the Nata Otoshi Geri or Osoto Mawashi Geri to turn it into an Axe Kick	

STRENGTHS



Using the Heavy Punch to execute the Dragon Punch makes it flame and gives it a tall vertical strike zone. For defense, the Dragon Punch makes a great counterattack and sometimes lands multiple hits.



Ken is the master of many kicks. He has many variations that will hit high and mid-body, making them good for taking on tall fighters. Many kicks will result in multiple hits, and you can use them on a jumping opponent.

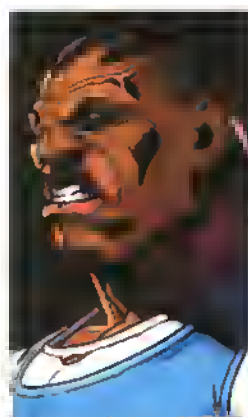
WEAKNESSES



Ken aims most of his moves high, making opponents that crouch and block difficult to hit. Try jumping toward a crouching opponent and kicking for a good attack from above.



Ken, like Ryu, doesn't have any specific advantages, but his balance allows for versatility against all opponents. His fireballs give him a nice defense and a long-range attack against more powerful fighters.



BALROG

An occasional bodyguard for M. Bison, Balrog is a tough fighter who's not one to pull punches in the ring. You might call his boxing style unusual, and that behavior is what got him banned from professional boxing. He makes good money now by street fighting.

SUPER COMBO

CRAZY BUFFALO: Hold ← 2 seconds, →, →, PUNCH or KICK

SPECIAL MOVES

STRAIGHT DASH PUNCH: Hold ← 2 seconds, →, PUNCH

STRAIGHT UPPERCUT: Hold ← 2 seconds, →, KICK

FINAL PUNCH: Hold both KICK Buttons, both PUNCH Buttons, or A Button + B Button 2 seconds, then release (Can move around while holding)

GROUND DASHING PUNCH: Hold ← 2 seconds, →, PUNCH

GROUND DASHING UPPERCUT: Hold ← 2 seconds, →, KICK

OTHER MOVES

MULTIPLE HEAD BUTT: Control Pad + MEDIUM or HEAVY PUNCH

JUMPING HEAD BUTT: Hold ↓ 2 seconds, ↑, PUNCH

EASY COMMAND

A Button + B Button

← →, PUNCH

← →, KICK

← →, PUNCH

← →, KICK

STRENGTHS



Balrog is all about powerful punches. To make sure they connect, plan your attack carefully. With above-average defensive power, Balrog can take some hits, so it's okay to be fussy about when to strike.



When close to opponents, try surprising them with Balrog's Multiple Head Butt. It is a powerful move that can land over 10 hits to the head. His Jumping Head Butt is good for charging up close or executing an aerial attack.

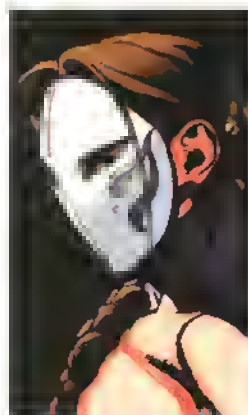
WEAKNESSES



Balrog doesn't have any fancy Special Moves; it's all basic punching. He makes up for a lack of projectiles by using various dashing punches that can surprise an opponent by hitting high or low.



Balrog has poor aerial ability. Since he can't kick, he can only use less effective short-range punches in the air. To make up for this weakness, stay on the ground. Hit enemies with an uppercut as they jump toward you.



VEGA

This henchman of M. Bison is not very strong, but he has incredible speed. Most of his moves involve flips or flying. Although the other contestants see him as weak and vain, his claw and agility make him a formidable competitor.

SUPER COMBO

ROLLING CLAW DIVE: Hold ↙ 2 seconds, ↘ ↘, KICK, PUNCH when close

SPECIAL MOVES

CLAW ROLL: Hold ← 2 seconds, →, PUNCH

WALL JUMP: Hold ↓ 2 seconds, ↑, KICK (Can control direction of jump by pressing ↙ or ↘. Can also control direction by holding ← or → after leaping off the wall)

CLAW DIVE: Perform a Wall Jump, PUNCH when close to opponent

FLYING BARCELONA ATTACK: Perform a Wall Jump, Control Pad + PUNCH when close

BACKSLASH: ← + A Button + B Button, also do ← + PUNCH Buttons or both KICK Buttons

SCARLET TERROR: Hold ↘ 2 seconds, →, KICK

SKYHIGH CLAW: Hold ↓ 2 seconds, ↑, PUNCH (Use HEAVY PUNCH to fly lower)

OTHER MOVES

THROW: Control Pad + MEDIUM or HEAVY PUNCH (Control Pad + HEAVY PUNCH when in the air)

EASY COMMAND

A Button + B Button PUNCH

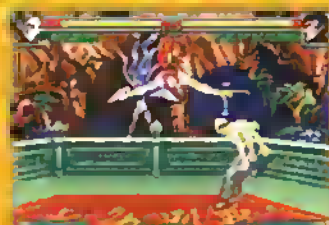
← →, PUNCH

↓ ↑, KICK

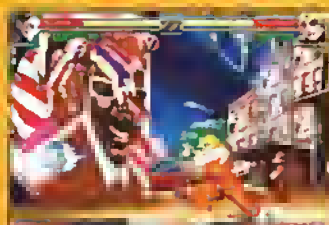
← →, KICK

↓ ↑, PUNCH

STRENGTHS

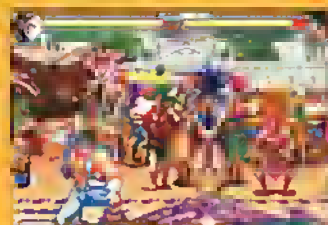


Vega's flying attacks can be difficult to perform but are an effective way to keep opponents on the defensive. If you are attacking opponents on the ground, use a Flying Barcelona Attack. If they jump, counter with a Claw Dive.

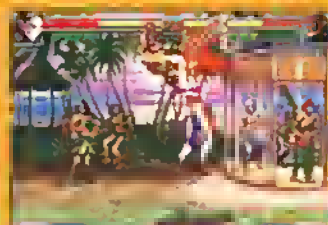


Vega has a few excellent defense-only moves. The Wall Jump provides a quick escape from an attack at any time. Using a Backslash will allow him to dodge projectiles, punches and kicks.

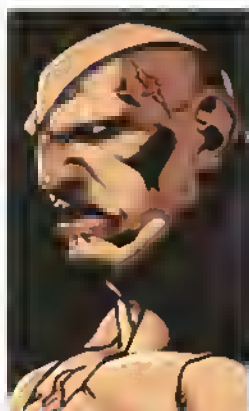
WEAKNESSES



Watch Vega carefully when executing aerial moves. It can be hard to keep track of him, and before you know it, he could be attacked in midflight. Jump rather than block in defense to avoid getting his claw broken.



Vega has a ton of Special Moves, but his overall attack and defensive powers are relatively low. Use his speed to move in quickly for a big strike, such as a Hard Kick or a Claw Roll, then make a quick retreat.



SAGAT

Sagat, a henchman of M. Bison, is known as The Towering Warrior because he is over seven feet tall. He can use his height advantage to push smaller fighters around. He was the champion street fighter until Ryu came along—now he fights to win back his title.

SUPER COMBO

TIGER GENOCIDE: ↓ ↘ →, ↓ ↘, PUNCH

SPECIAL MOVES

TIGER SHOT: ↓ ↘ →, PUNCH

GROUND TIGER SHOT: ↓ ↘ →, KICK

TIGER UPPERCUT: → ↓ ↘, PUNCH (HEAVY PUNCH will give you more hits)

TIGER KNEE CRASH: ↓ ↘ → ↘, KICK

OTHER MOVES

THROW: Control Pad + MEDIUM or HEAVY PUNCH

EASY COMMAND

A Button + B Button

→, PUNCH

→, KICK

↘, PUNCH

↘, KICK

STRENGTHS

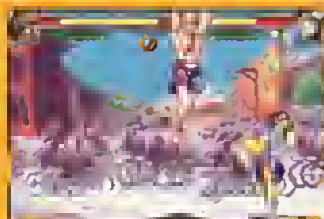


Sagat's Tiger Uppercut is a very powerful move with good range and a great vertical strike zone. If you make contact early, you'll get multiple hits on your opponent. Sagat's regular kick also scores two hits at close range.



Use Sagat's Tiger Shots to keep opponents at a distance and do some damage. Fire them high and low to keep your opponent guessing. Use a few Tiger Shots to stun your opponent, then pull a Tiger Genocide.

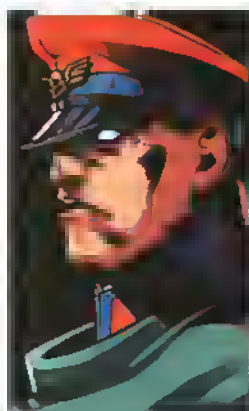
WEAKNESSES



Sagat is vulnerable after doing a Tiger Uppercut. If his opponents block the move, they will be able to strike him easily. Sagat is immobile after a Tiger Shot so look out for jumping kicks or make sure he is far away.



Sagat's height leaves his lower body vulnerable. To combat a low attack, use a Light Low Kick and try to get the first hit in. Sagat doesn't have Special Moves for close range, so get familiar with his punches and kicks.



M. BISON

Leader of Shadowloo, M. Bison is known as a ruthless killer, bent on world domination. Part of what makes him so powerful is his mysterious "psycho" force. He is so evil that most of the fighters in the tournament are here only to exact vengeance from him.

SUPER COMBO

KNEE PRESS NIGHTMARE: Hold ← 2 seconds, → ↔, KICK

SPECIAL MOVES

PSYCHO CRUSHER: Hold ← 2 seconds, →, PUNCH

REVERSE: Hold ↓ 2 seconds, ↑, PUNCH (Press PUNCH again when close to opponent. You can control your direction in the air with ← or →)

HEAD PRESS: Hold ↓ 2 seconds, ↑, KICK

SOMERSAULT SKULL DIVER: Perform a Head Press, then PUNCH when close to opponent

OTHER MOVES

KNEE PRESS: Hold ← 2 seconds, →, KICK

THROW: Control Pad + MEDIUM or HEAVY PUNCH

EASY COMMAND

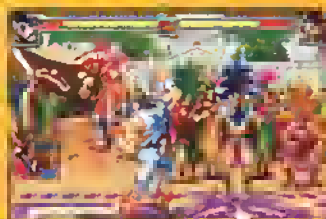
A Button + B Button

↔ →, PUNCH

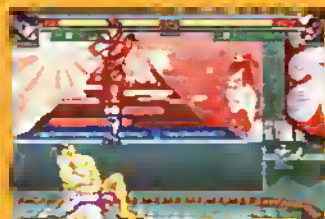
↓ ↑, PUNCH

↓ ↑, KICK

STRENGTHS



M. Bison can cover a lot of ground in one jump, making leaps a useful way to get close to an opponent. He can even jump completely over an opponent and strike from behind. Be warned—executing the attacks requires precision.

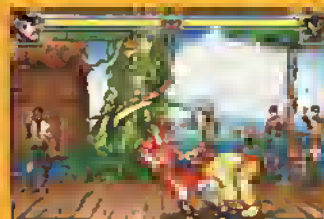


You can use M. Bison's aerial ability to strike opponents from above. The hits can be difficult to block, and a Somersault Skull Diver gives you the opportunity to strike twice.

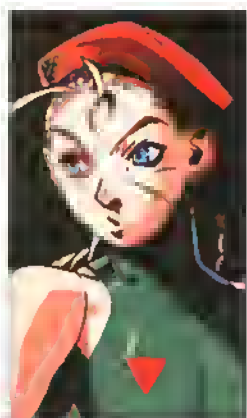
WEAKNESSES



M. Bison is vulnerable mid-flight during a Head Press or Reverse. Choose when to do them carefully. A Psycho Crusher may be a better choice, since it has a good chance of striking an opponent on the ground.



Bison has short range with his basic attacks, except for Low Heavy Kicks and the Knee Press. Those moves involve a charge, which give him better range. Unfortunately, they take time to execute and leave Bison vulnerable.



CAMMY

Cammy is a mysterious figure who lost her memory as a result of being brainwashed by M. Bison. Rumors suggest that she was once Bison's lover and thug, but she is unable to confirm anything since her memories are gone. All she knows is that she must defeat him and Shadowloo.

SUPER COMBO

SPIN DRIVE SMASHER: ↓ ↘ →, ↓ ↘ →, KICK

SPECIAL MOVES

CANNON SPIKE: → ↓ ↘, KICK

SPIRAL ARROW: ↓ ↘ →, KICK

SPINNING KNUCKLE: ← ↘ ↘, PUNCH

HOOLIGAN COMBO: ← ↘ ↓ ↘ ↘, PUNCH

OTHER MOVES

THROW: Control Pad + MEDIUM or HEAVY PUNCH

LEG THROW: Control Pad + MEDIUM or HEAVY KICK (Can also be done in the air)

EASY COMMAND

A Button + B Button

↘, KICK

→, KICK

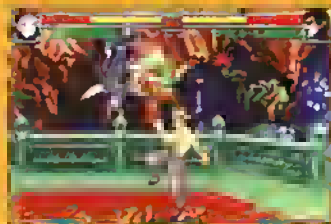
← →, PUNCH

↓ ↘, PUNCH

STRENGTHS



Cammy's multiple-hit Cannon Spike has great vertical range and works for opponents who come at her high or low. If she makes contact, she'll flip away, out of danger of retaliation.

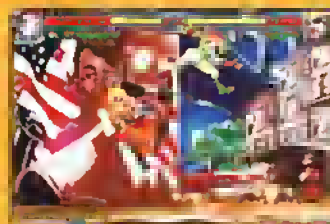


With decent speed and jumping ability, she'll be able to jump completely over some enemies. Once on the other side, you can surprise them with a Leg Throw, which you can do in the air if your opponent jumps, too.

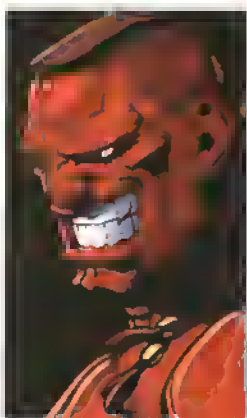
WEAKNESSES



Cammy's attack range is somewhat limited. Her two long-range moves are the Spiral Arrow, which doesn't go that far, and her slow Spinning Knuckle. Use sequential Spinning Knuckles to keep your opponent down, if you can.



Cammy needs to strike quickly and get out of the way, since her defensive and attack powers are below average. A useful sequence is a Spinning Knuckle then a throw once you are close enough.



DEE JAY

The music of Jamaica gives Dee Jay the inspiration for the rhythm and style of his fighting. He prefers to use fluid motions punctuated by multiple contact attacks. Dee Jay sees the tournament as a way to refine his connection between music and kickboxing.

SUPER COMBO

DREAD CARNIVAL: Hold ← 2 seconds, → →, PUNCH

SPECIAL MOVES

MAX OUT: Hold ← 2 seconds, →, PUNCH

DOUBLE DREAD KICK: Hold ← 2 seconds, →, KICK

HYPER FIST: Hold ↓ 2 seconds, ↑, PUNCH (Keep tapping PUNCH rapidly for more hits)

MAXIMUM JACKKNIFE: Hold ↓ 2 seconds, ↑, KICK (Use HEAVY KICK for more hits)

OTHER MOVES

THROW: Control Pad + MEDIUM or HEAVY PUNCH or KICK (Type of throw depends on whether you use PUNCH or KICK)

EASY COMMAND

A Button + B Button

← →, PUNCH

← →, KICK

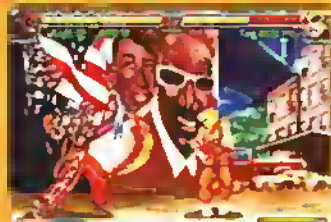
↓ ↑, PUNCH (rapidly)

↓ ↑, KICK

STRENGTHS



Dee Jay knows many multiple-hit moves. The Maximum Jackknife is one that has good vertical range. The Double Dread Kick will hit twice and give you some space. Tap Punch during a Hyper Fist to add hits to the move.



Dee Jay can use the Max Out projectile as a defensive wall to walk behind, but it's not as effective as Guile's. The Max Out is special because you can vary its speed with the different Punch buttons to mix things up.

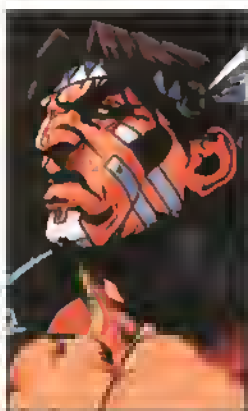
WEAKNESSES



All of Dee Jay's Special Moves require charge time, so be selective when striking with them. Instead of relying on the Special Moves, take advantage of the good range his basic kicks have.



Except for the Max Out and Hyper Fist, Dee Jay's punches don't have good range. Use them in close contact or for uppercuts when players jump toward him. His kicks are his strength, so use those for medium-range attacks.



T. HAWK

T. Hawk was a native and resident of the southwest U.S., until Shadowloo drove him from his home down to Mexico. He now seeks to defeat M. Bison and move back to his rightful home. T. Hawk is a huge warrior who fights with a mix of flying and wrestling moves.

SUPER COMBO

DOUBLE TYPHOON: 360° on Control Pad + 2. PUNCH

SPECIAL MOVES

TOMAHAWK BUSTER: → ↓ ↘, PUNCH

MEXICAN TYPHOON: 360° on Control Pad, PUNCH

CONDOR DIVE: A Button + B Button (While in the air)

OTHER MOVES

JUMPING FACE ATTACK: ↓ + HEAVY PUNCH (When jumping toward an opponent)

FLYING ELBOW: ↓ + MEDIUM PUNCH (When jumping toward an opponent)

HEAD SMASH: Control Pad + HEAVY PUNCH

ELBOW TO FACE: Control Pad + HEAVY KICK

THROW: Control Pad + MEDIUM PUNCH

EASY COMMAND

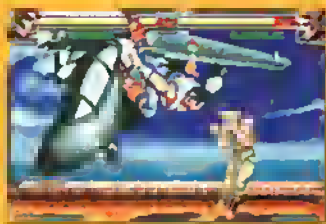
A Button + B Button

↘, PUNCH

↓ ↑, PUNCH

A Button + B Button (In the air)

STRENGTHS



T. Hawk is big and powerful, but he also has quick aerial attacks. Since he's slow on the ground, use aerial attacks, such as the Tomahawk Buster and Condor Dive, to get around quickly while on the offensive.

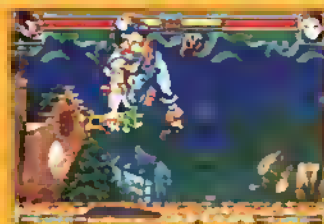


Hawk has good range with his Heavy Kick. If it's done low, he'll kick twice, doubling his chances of making contact.

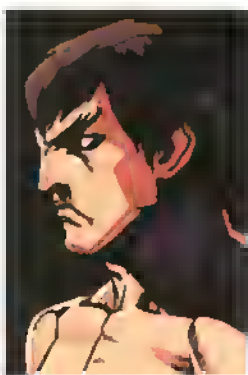
WEAKNESSES



The downside of T. Hawk's quick aerials is that when they are blocked, he is vulnerable to a counterattack. The right counter-move can stop him mid-flight, so save his aerial moves for surprise attacks.



T. Hawk doesn't have much in the Special Moves department, but he makes up for the lack with a variety of grabs and holds. His only non-aerial Special Move, the Mexican Typhoon, deals out major damage.



FEI-LONG

Fei-Long is known for his resemblance to Bruce Lee—and he is also a movie and fighting star. Fei-Long trains hoping one day to be worthy of being compared to his idol. He entered the tournament to test his skills against the best fighters in the world.

SUPER COMBO

REKKA SHINKEN: ↓ → ↓ ↘, PUNCH

SPECIAL MOVES

SHIENKYAKU: ← ↓ ↘, KICK

REKKAKEN: ↓ →, PUNCH (Repeat button combo for three different punches in a row)

HURRICANE KICK: ← ↘ ↘, KICK

OTHER MOVES

RUSHING KICK: → + MEDIUM or HEAVY KICK (If close you'll perform a Head Grab Throw)

THROW: Control Pad + MEDIUM or HEAVY PUNCH

HEAD GRAB THROW: Control-Pad + MEDIUM or HEAVY KICK (Can also be done in the air)

EASY COMMAND

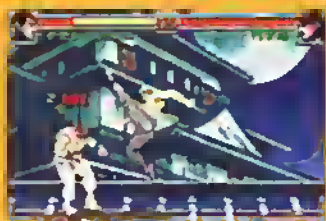
A Button + B Button

↘, KICK

→, PUNCH

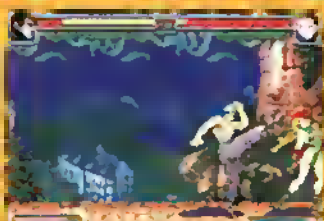
← →, KICK

STRENGTHS



A unique trait of Fei-Long's Special Moves is that they can give multiple hits. The Shienkyaku is his strongest Special Move. It has good vertical and horizontal range. Couple the move with the Hurricane Kick and aerial throws for an excellent aerial fighter.

WEAKNESSES



Fei-Long is smaller than most other fighters, so his basic punches and kicks have limited range. Stick to Special Moves, such as Rushing and Hurricane Kicks, for longer range. Try a Hurricane Kick over your opponent, then Rekkaken three times from the opposite side.

FIGHTING AKUMA

Once you can complete Arcade Mode without losing a single match, you'll fight Akuma. He is the true final boss in Super Street Fighter II: Turbo Revival. Like any final boss, Akuma is tough, unfair and very challenging.



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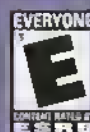
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GAME BOY ADVANCE



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JURASSIC PARK III: PARK BUILDER



Collect dinosaur DNA, develop rare specimens and display them for the public in Jurassic Park III: Park Builder from Konami. The game gives you control over every aspect of park management, from locating DNA samples to setting the price of a meal at the Pteranodon Cafe. If you don't find every dino, you can trade for them with other players.

GENRE: SIM

PLAYERS: 1 TO 2

RELEASE: SEPTEMBER 2001

WEBSITE: WWW.KONAMI.COM



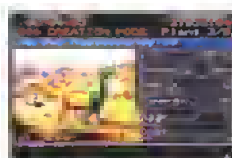
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Code © 2001 Konami

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WELCOME TO JURASSIC PARK

John Hammond's dream of creating a park where visitors can view real dinosaurs comes to life in Jurassic Park III: Park Builder. With no disgruntled employees like Dennis Nedry to mess things up, it should be a piece of cake, right? Not quite. You still have some very large carnivorous creatures to take care of, visitors to attract and entertain and a lot of bills to pay. It's a challenge of enormous proportions. Are you up to the task?

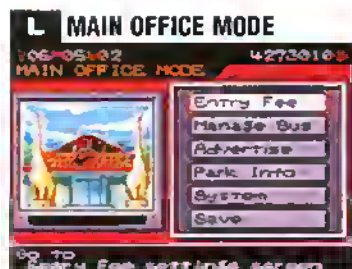
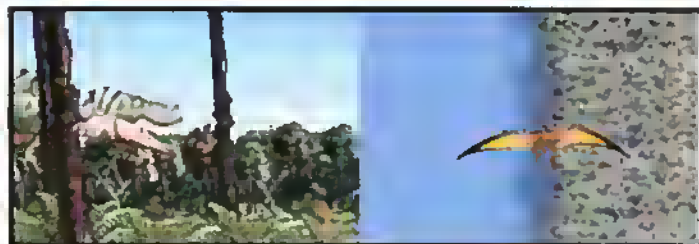


NINTENDO POWER ADVANCE

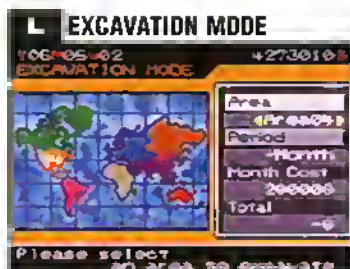
nintendo.com

MODES AND MENUS

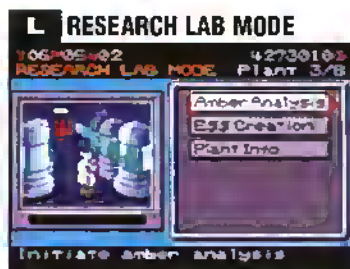
When you take on an endeavor on the scale of Jurassic Park, there are a lot of factors to consider. Jurassic Park III: Park Builder separates the options into two major categories. Press the L Button to enter the main office and research areas. Press the R Button to look at construction and maintenance.



In Main Office Mode, you manage many of the areas that affect the flow of visitors to the park. You can set the entry fee, buy busses, advertise and gauge visitor satisfaction. You can also adjust game speed and save your progress.



Dinosaur DNA comes from blood in mosquitos frozen in amber. Your excavation team can travel to eight different locations worldwide to search for amber samples. You'll send your team on assignment to new locations in Excavation Mode.



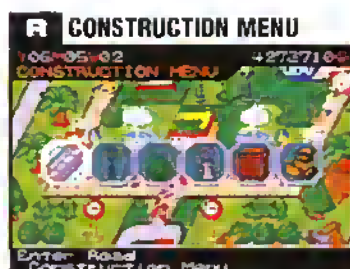
Once you have amber samples, you can analyze them for DNA then create dinosaur eggs and hatch them in the research lab. You can make up to eight dinosaurs at once. Each one takes several weeks to develop from DNA to live specimen.



When you collect the entire DNA strand of one of the game's 140 dinosaurs, and create the dinosaur, the creature's stats and picture will appear in Dinosaur Illustration Mode. You'll receive a special monetary reward when all entries are complete.



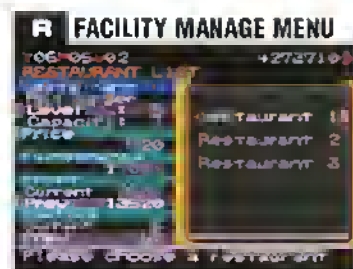
Using a Game Boy Advance Game Link Cable, you can link two Game Pak-equipped GBAs and trade DNA blocks in Exchange Mode. You must have more than one of each type of DNA block to trade them.



The Construction Menu gives you the power to place and develop park structures—from roads and walkways to buildings and vegetation. It also includes a bulldozer feature for destroying old structures.



The Full Map gives you an overhead view of the entire island. You can use it to survey all of the structures that are spread throughout the island and to move quickly from one section of the island to another.



In the Facility Management Menu, you can maintain the operation of all of the park's buildings, including hotels, restaurants, shops and dinosaur holding areas. It's very useful when the park is in full swing.

DINOSAUR HABITATS

The creatures that you develop are native to different types of environments. You'll keep them healthy and happy if you place them in areas that feel like home.



A You can hold creatures of the sea in saltwater pens.



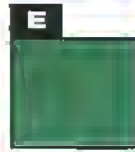
B Hot desert environments mark the four corners of the island.



C A lake in the northern end of the island is the only source of fresh water.



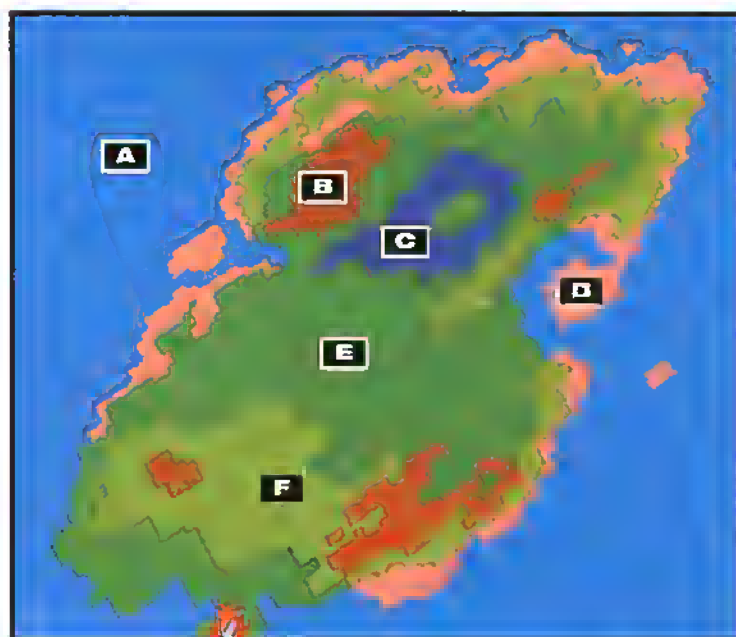
D Beaches are natural environments for creatures that feed off the sea.



E The thick foliage of the jungle is fitting for many herbivores.



F You can find grassy plains on the south end and on the northern shore.

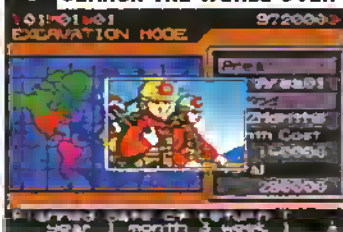


PARK PLANNING 101

Before you can welcome visitors to the park, you have a lot of planning and development to do. It pays to start small then add

to the park after you have had some success in bringing in customers and maintaining the dinosaur population.

1 SEARCH THE WORLD OVER



The main attraction of your park will be the dinosaurs. Your first order of business should be to send your excavation team on a trip to collect DNA. When it returns, you can begin dinosaur production.

2 BEGIN CONSTRUCTION



Eventually, you may build structures over the entire island. But your first construction effort should be a small complex near the entrance of the park. Keep it open and expandable, with easy access for visitors.

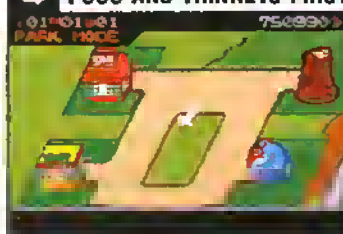
3 PLAN AND DEVELOP PARK FACILITIES



It pays to think about the design of your first complex and to construct it carefully. Make sure there are plenty of open pathways that lead to all of the buildings, at least one rotary for bus access and roads that give busloads of visitors a good view of the dinosaur holding areas.

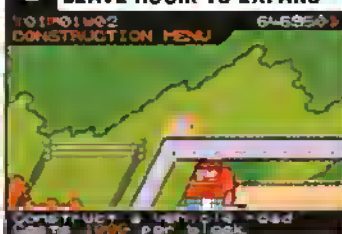


4 FOOD AND TRINKETS FIRST



The main types of visitor-friendly structures are hotels, restaurants and shops. Your impulse may be to begin with a hotel, but restaurants and shops will be more profitable until you attract huge crowds.

5 LEAVE ROOM TO EXPAND



While you should keep the size of your complex small and manageable to begin with, you will want to make sure that you can expand after you create more dinosaurs and more visitors start coming to the park.

6 MAKE CONNECTIONS



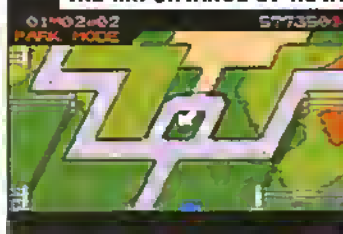
It's important to build enough walking paths and roads to give visitors access to all facilities and holding areas. Crosswalks will appear where paths and roads intersect, keeping traffic under control.

7 GIVE THEM A SNOW

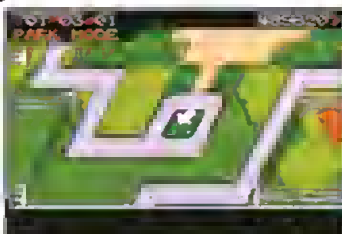


Be sure to put roads alongside every holding area to give visitors a good view of the dinosaurs. You'll know that visitors can see the creatures when you see exclamation points over the busses.

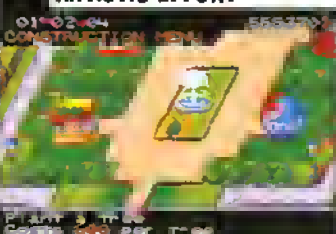
8 THE IMPORTANCE OF ROTARIES



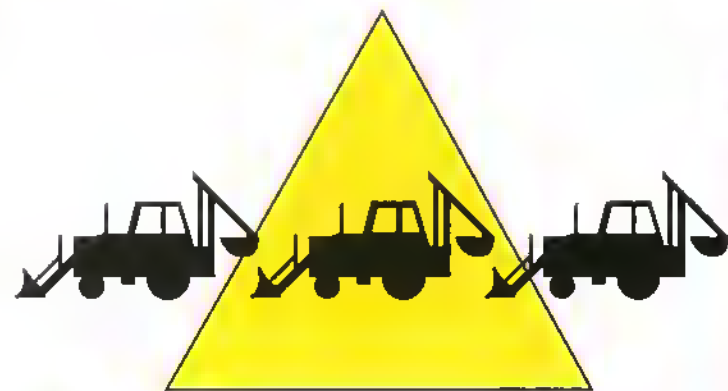
Rotaries are roundabout sections of road that act as bus stops. You must have rotaries so that visitors can get onto the buses and take dinosaur tours. Make sure that your rotaries are close to hotels and restaurants that are connected to the walking paths and within a short drive of the holding areas.



9 ARTISTIC EFFORT



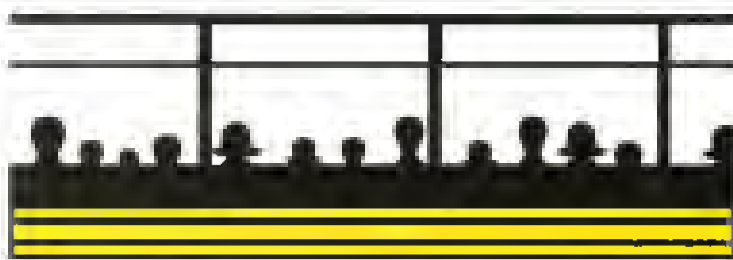
Once you have placed all of the facilities, walking paths, roads and rotaries in a functional layout, you can add interesting and artistic features to your complex. Visitors will enjoy their stay more and stay longer if you decorate the park with foliage, fountains and statues.



KEEP SEARCHING



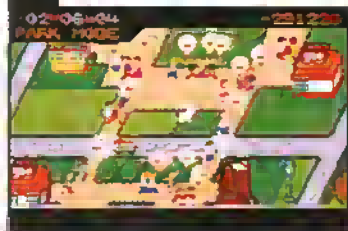
Until you have completed the DNA strands for every dinosaur in the game, you should continue to send the excavation team to extract more samples. As soon as they come back from one trip, send them packing again. The search must continue.



MONEY MANAGEMENT

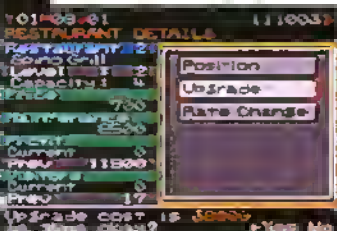
If you spend too much money and don't take enough money in, your financial situation will begin a downward spiral. Try to get a quick return on your investments. If you end a year in debt, your investors will close down your park.

10 START SLOWLY



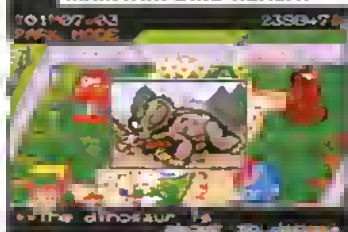
Everything costs money—roads, buildings, dinosaur development. While you do have to spend money before you can make money, you should try to keep your costs low and build with moderation.

11 MAKE IMPROVEMENTS



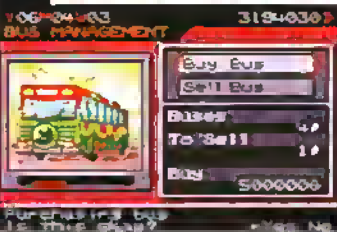
Once you start turning a profit, you can improve your facilities with upgrades to increase their capacity and make them more structurally sound. Upgrades are less costly than entirely new buildings.

12 MAINTAIN DINO HEALTH



Your dinosaurs may become ill or get injured from attacks by stronger dinosaurs. It's important to keep enough money in reserve so you can treat your creatures when they need medical attention.

13 TRANSPORT UPGRADE



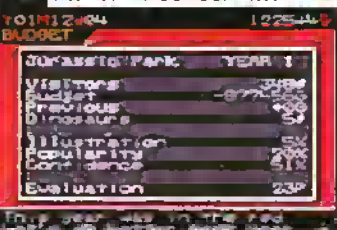
The only way for park visitors to see your dinosaurs is on bus tours. You'll have three buses when you begin. If you can afford more buses, you will be able to increase visitor capacity and attendance.

14 A HAPPY MEDIUM



Visitors will pay a lot of money to go to a well-managed dinosaur park, but they do have limits. You can maximize your profits by setting a reasonable admission price. The more visitors you have, the more you'll make in hotels, restaurants and shops.

15 ANNUAL ASSESSMENT



You can check your financial situation by selecting the Total Score entry of the Park Information section in the Main Office. The information also pops up at the end of each year. It will tell you if you can afford to expand or if you should stay put.

DINOSAURS ON DISPLAY

Dinosaurs are the main attraction of your park. You should enter into every level of park design and development with the goal of bringing paying customers to the creatures. That's the key to high attendance and big profits.

16 BE PREPARED



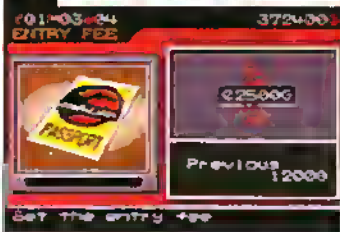
Before you advertise your park and welcome visitors, you will want to make sure that you are ready for visitor traffic and dinosaur display. Build a modest complex first, then concentrate on bringing in the public.

17 DEVELOP DINOS



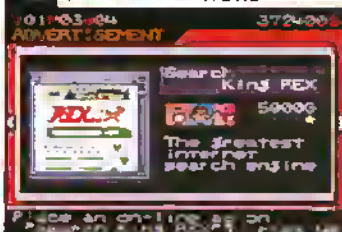
As soon as the excavation crew returns from its first month in the field, study the DNA samples it brings back for complete strands. The next step is to create eggs, hatch them and display the dinos.

18 BRING IN THE CASH



Your park may not have a full complement of dinosaurs when the first groups of tourists arrive. Try to set your admission price low enough so they won't feel cheated.

19 SPREAD THE WORD



Visitors won't show up until you begin to advertise. Higher profile ads cost more, but they bring in more customers. When you begin to turn a profit, you can afford more exposure.

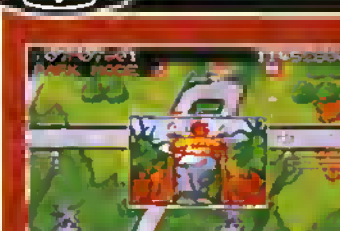
20 CUSTOMER SATISFACTION IS THE KEY TO A BIG PROFIT



If visitors are pleased with your park, they will stay longer and spend more money. Go to the Opinion entry of the Park Information section to find out how you can improve the park in the eyes of its visitors. You can also interview visitors in the park by positioning the cursor over them and pressing the A Button.



19 TELL THE WORLD



Advertisement is your main link to the outside world—the way that you can let people know about your park. Be sure to advertise every month and scatter your advertisements across the board—television, newspapers, radio and the Internet.

MAINTAIN SUCCESS

After you've been in business for a few years, you'll want to make sure that you continue to improve your park to bring in

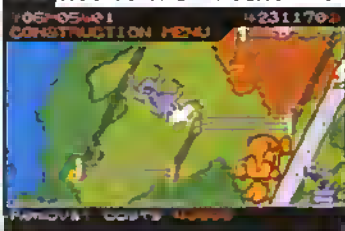
new visitors and repeat customers. Park maintenance and expansion will keep you very busy.

21 UPGRADE FACILITIES AND REPAIR DAMAGE



If you're turning a profit, you can afford to upgrade your dinosaur holding areas for better security and improve your facilities to increase visitor capacity. If your facilities are damaged in a natural disaster, you should repair the damage as quickly as possible.

22 ADD TO THE DINOSAUR POPULATION



Park visitors will be more likely to return if you continue to add new dinosaurs. As you add dinosaurs, be sure to add to the size of your holding areas.

23 REAP THE REWARDS OF SUCCESS



When you reach certain milestones in park attendance (1,000 visitors) and dinosaur development (a complete collection of dinosaur DNA strands), you will earn rewards, such as cash prizes and new merchandise to sell in shops.



HURRICANE WARNING



If your park is in operation for several years, there is a good chance that a hurricane will eventually reach its shores. Hurricanes tend to destroy structures and pick up dinosaurs from one holding area and put them in another. You'll spend a lot of time sorting it out after the wind dies down.



EARTHQUAKE ALERT



An earthquake can be a devastating blow to your park. It causes damage to the land and facilities and scatters a lot of stray rocks. Repair damaged roads and facilities to put your park back into working order.

DINOSAUR INDEX

The 140 types of dinosaurs that populate Jurassic Park III: Park Builder are separated into six different groups—three groups of carnivores and three groups of herbivores. The number of holding areas that you can keep at any given time is limited to

eight, which means that different types of dinosaurs will mix and mingle. You'll have a better chance of maintaining order in the holding areas if you limit yourself to dinosaurs from one group in each area.

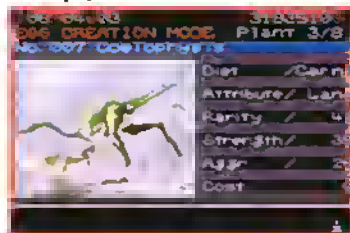
CARN 1

The Carn 1 group is made up of the smallest carnivores in the park. They tend to be weaker and less aggressive than their larger meat-eating cousins. If they are held with the largest carnivores, their numbers will shrink.

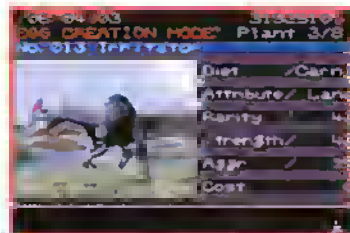
Eoraptor



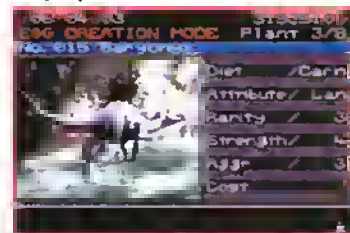
Coelophysis



Irritator



Baryonyx



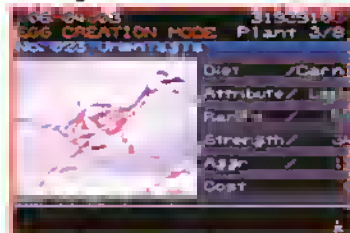
Mini. Tyrannosaurus



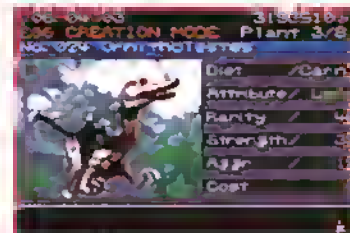
Avimimus



Unenlagia



Ornitholestes



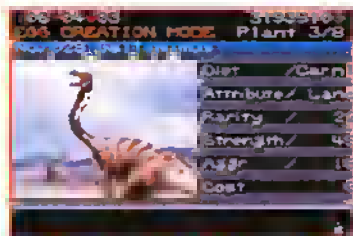
Compsognathus



Sinosauropteryx



Gallimimus



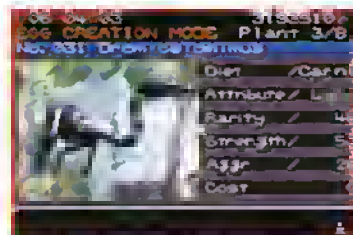
Ornithomimus



Struthiomimus



Dromiceiomimus



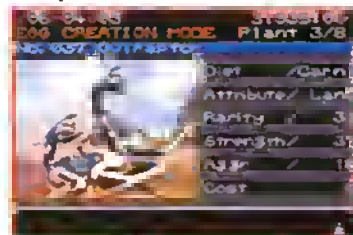
Pelecanimimus



Mononychus



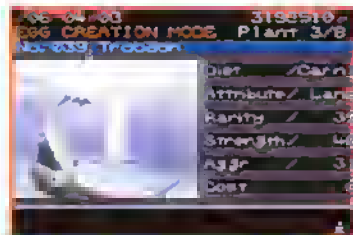
Dviraptor



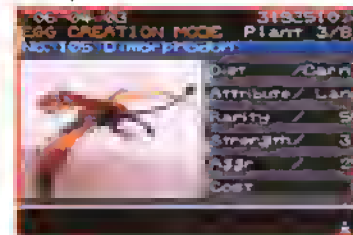
Conchoraptor



Troodon



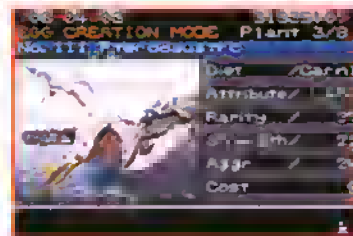
Dimorphodon



Anurognathus



Pterodaustro



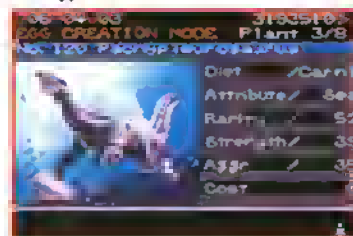
Archaeopteryx



Plesiosaurus



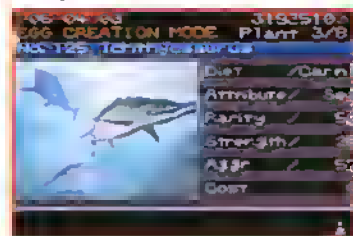
Pachypleurosaurus



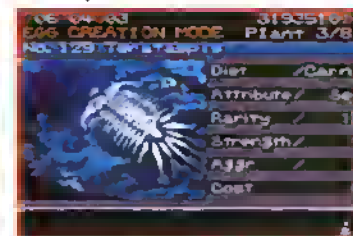
Eurhinosaurus



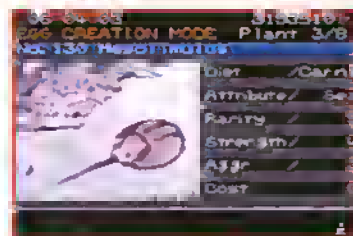
Ichthyosaurus



Terataspis



Mesolimulus



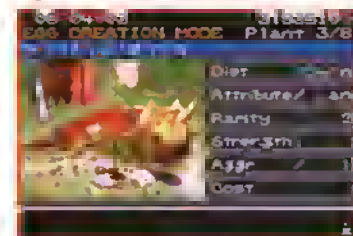
Pachydiscus



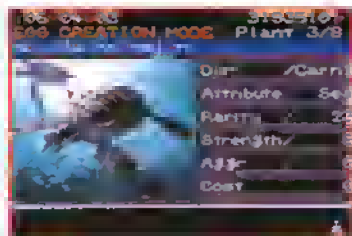
Macropoma



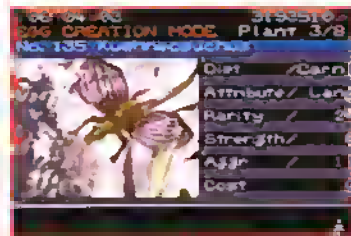
Eigina



Archelon



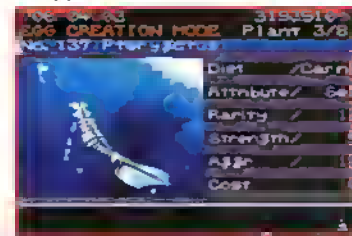
Kuehneosuchus



Dinilysia



Pterygotos



Meganeura



Dimetrodon



Diplocaulus



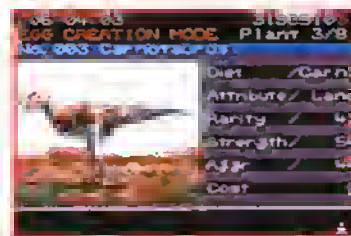
CARN 2

Dennis Nedry met his demise while facing a Dilophosaurus. Velociraptors have also caused trouble for the visitors of Jurassic Park. You'll be able to maintain peace with the Carn 2 dinosaurs if you keep them away from weaker creatures, like humans.

Herrerasaurus



Carnotaurus



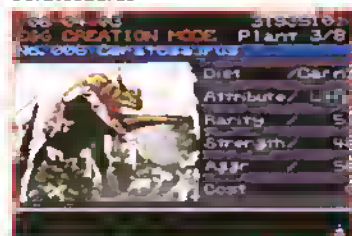
Mastakosaurus



Majungatholus



Ceratosaurus



Dilophosaurus



Monolophosaurus



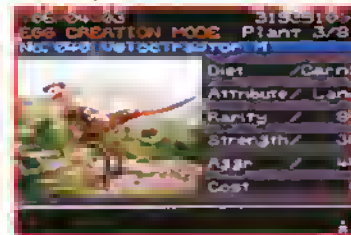
Megalosaurus



Coelurus



Velociraptor M



Velociraptor F



Deinonychus



Utahraptor



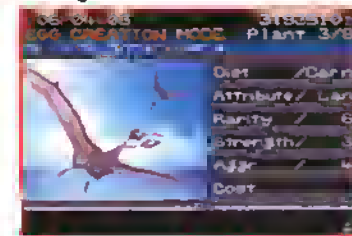
Rhamphorhynchus



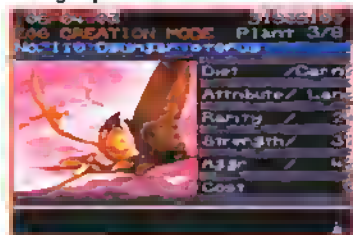
Pterodactylus



Anhanguera



Dsungaripterus



Cryptoclidus



Pistosaurus



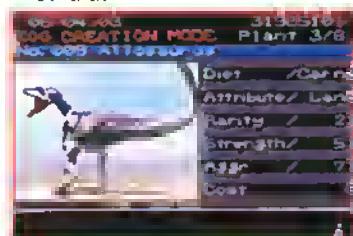
Cildastes



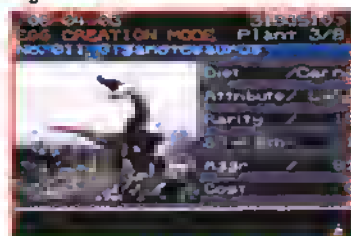
CARN 3

T-rex and its massive meat-eating companions have had starring roles in the Jurassic Park movies for a very good reason—they are powerful and vicious. Park visitors will flock to see the specimens of the Carn 3 group.

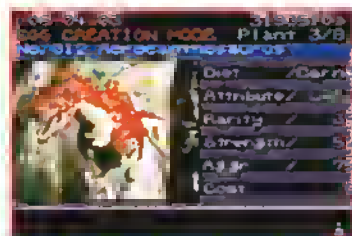
Allosaurus



Ciganotosaurus



Acrocanthosaurus



Spinosaurus



Yangchuanosaurus



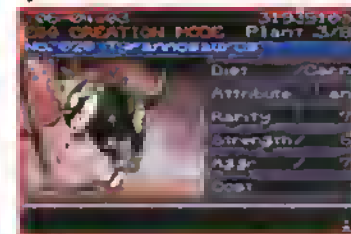
Albertosaurus



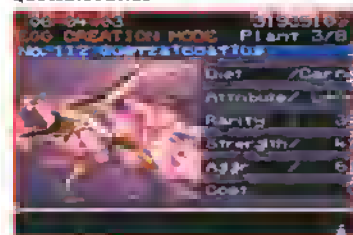
Tarbosaurus



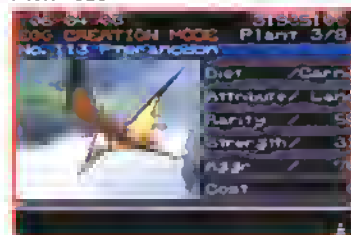
Tyrannosaurus



Quetzalcoatlus



Pteranodon



Giant Pteranodon



Kronosaurus



Elasmosaurus



Cymbospondylus



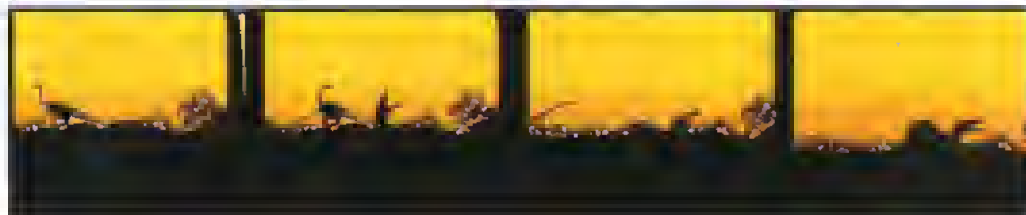
Shonisaurus



Mosasaurus



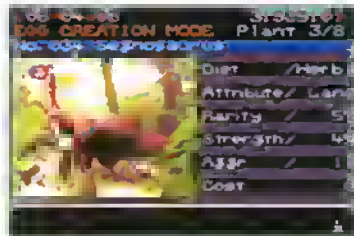
Tylosaurus



HERB 1

The 15 dinosaurs of the Herb 1 group are the weakest and least aggressive creatures in the park. If they cross paths with any carnivores, they will probably not survive.

Segnosaurus



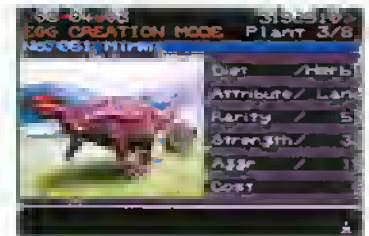
Beipiaosaurus



Lesothosaurus



Mimmi



Mini. Stegosaurus



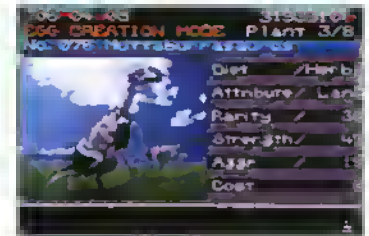
Hypsilophodon



Othniella



Muttaborrasaurus



Heterodontosaurus



Ouranosaurus



Altirhinus



Nipponosaurus



Stygimoloch



Stegoceras



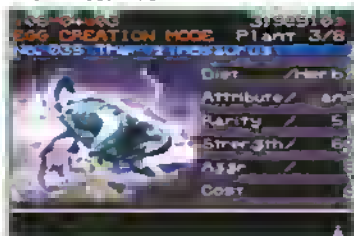
Psittacosaurus



HERB 2

The Herb 2 group is second only to the Carn 1 group in its size. The dinosaurs are larger than those of the Herb 1 group but still small in comparison to Herb 3 specimens. Most are quite strong but not very aggressive.

Therizinosaurus



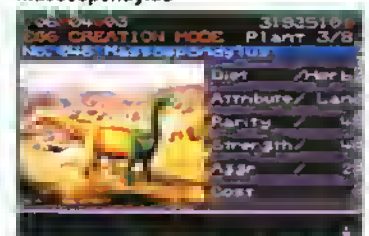
Anchisaurus



Plateosaurus



Massospondylus



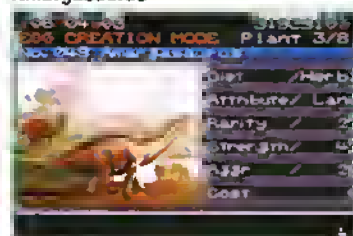
Camarasaurus



Cetiosaurus



Amargasaurus



Saltasaurus



Shunosaurus



Diplodocus



Scelidosaurus



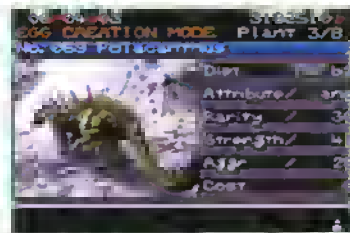
Wuerhosaurus



Yingshanosaurus



Polacanthus



Nodosaurus



Saichania



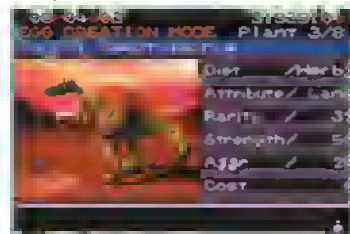
Ankylosaurus



Iguanodon



Camptosaurus



Edmontosaurus



Hadrosaurus



Parasaurolophus



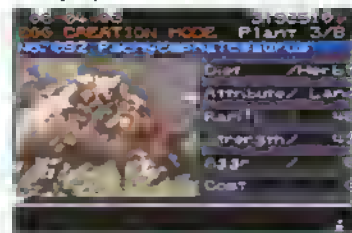
Maiasaura



Corythosaurus



Pachycephalosaurus



Homalocephale



Goyocephale



Protoceratops



Chasmosaurus



Styracosaurus



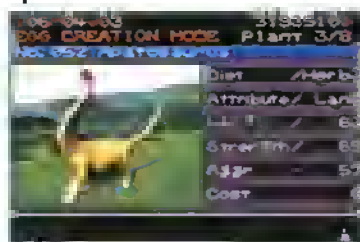
Centrosaurus



HERB 3

The massive leaf-eating Barosaurus, Brachiosaurus and their Herb 3 cousins are the gentle giants of Jurassic Park. They need a lot of room to roam and much vegetation to satisfy very healthy appetites.

Apatosaurus



Supersaurus



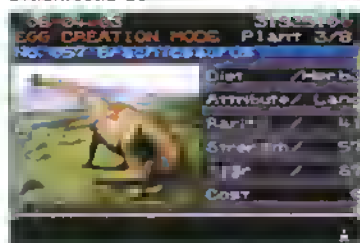
Seismosaurus



Barosaurus



Brachiosaurus



Mamenchisaurus



Stegosaurus



Kentrosaurus



Tuojiangosaurus



Edmontonia



Euoplocephalus



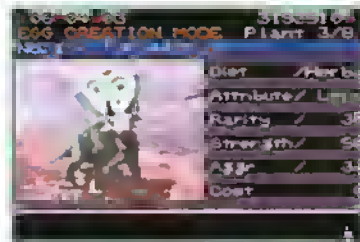
Hypacrosaurus



Lambeosaurus



Torosaurus



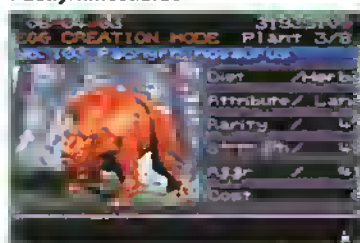
Triceratops



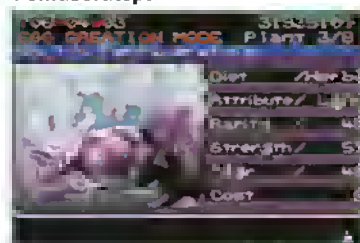
Triceratops Horn



Pachyrhinosaurus



Pentaceratops



CLOSE THE BOOK, EARN A BIG REWARD



Every new type of dinosaur that you develop is displayed in the Illustration Mode. If you manage to collect the DNA for each of the game's 140 dinosaurs and hatch them, you'll earn a large financial reward—\$1,000,000. You can use the money to expand your park.

A NICE PLACE TO VISIT

While the Jurassic Park movies depict the park as a good idea gone bad, you can create a park that successfully maintains its dinosaur population and attracts visitors in droves with Jurassic Park III: Park Builder. It takes planning, good management and a lot of hard work, but the rewards are massive.



IRIDIUM -3D-



EVERYONE



EVERYONE

MILD VIOLENCE

GAME BOY ADVANCE



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SHINYEN



LEGO BIONICLE: QUEST FOR THE TOA



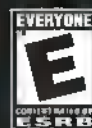
At a time when a flood of impressive new titles are being released for Game Boy Advance, LEGO Software and Saffire may have concocted the most unique of them all. LEGO Bionicle combines an elaborate role-playing adventure with a slew of fast-paced minigames for a rewarding experience for gamers of all ages.

GENRE: RPG

PLAYERS: 1 TO 4

RELEASE: SEPTEMBER 2001

WEBSITE: LEGO.COM



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NOT YOUR TYPICAL LEGOS

Don't expect the colorful building blocks of your younger days—these LEGOS are robotlike creatures living on a peaceful island called Mata Nui. The tranquil island is threatened by a dark shadow known as Makuta. To save the island, an unlikely hero must traverse dangerous lands and find six Toa Stones. Of course, that unlikely hero is you.



Island of Mata Nui was a tropical paradise.

What was once a tropical paradise is now a gloomy wasteland, and only the legendary Toa—six heroes representing the natural elements—can challenge the evil Makuta. The only way to summon the powerful Toa is to locate all six of the deeply hidden Toa Stones.



...a quest that will change Mata Nui forever.

You start the game as an inconspicuous villager determined to become a hero. Your quest will take you through thick forests, volcanic villages and other treacherous terrain. Along the way, you'll be challenged by minicontests that test your wits and skills.



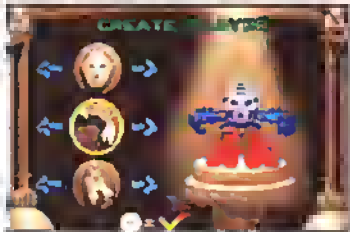
NINTENDO POWER ADVANCE

nintendo.com

BECOMING A BIONICLE

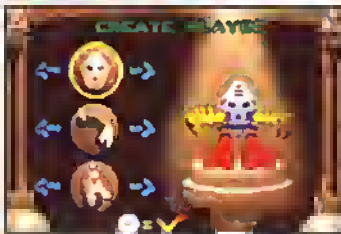
In all probability, you're not really sure what a Bionicle is, let alone what it feels like to be one. But don't bother dwelling on your uncertainties, because you'll soon know more about life as a Bionicle than you ever imagined you would. After all, this adventure is mainly about you, the brave villager who sets out to save an island.

SHAPING YOURSELF TOGETHER



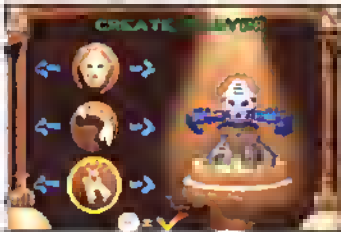
After entering your name, you'll advance to the player creation screen, where you'll assemble yourself by choosing from a variety of tinted body armor. Each piece of protective gear comes in 11 different colors. Create a combo that matches your style.

AN INTIMIDATING HERO



The face, arms and legs are the three areas that you can alter. Unfortunately, there's no variation in the shape of each piece, so you end up with a creepy goalie-type mask that looks like it belongs on Jason from *Friday the 13th* and not a heroic island warrior.

A METHOD TO THE MADNESS



Believe it or not, there's a strategy to selecting your color scheme beyond impressing your friends with a flashy combo of garments. In general, darker colors are easier to see on a majority of the levels, making play on the GBA a bit more user-friendly.

AREA 1: TRAINING GROUNDS

You have no choice but to advance through the training session before starting your adventure. It's quick, and it provides a nice overview of your character's many skills.

2 SHOW OFF YOUR STRENGTH



After impressing the villagers with your river-jumping abilities, wow them with your muscles. Pick up rocks with the A Button. The longer you hold the button, the farther you'll throw the objects you've lifted. You'll be able to hurl rocks quite a distance.

3 FLINGING FRUIT AT SITTING DUGKS



The L and R Buttons allow you to fling items in your inventory based on which items are assigned to each button. Access your inventory by pressing the Select Button, then participate in a practice drill where you throw fruit at foolish volunteer villagers.

4 A-HOI MATEY, IS THAT A TURTLE YOU'RE FLOATING ON?



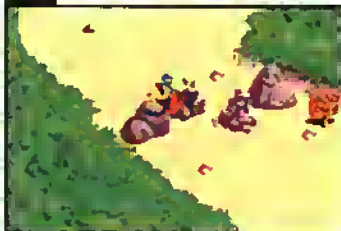
Keep in mind, your robotic parts are not made for swimming. Use Hoi turtles as stepping-stones to cross streams and rivers. Startle the turtles before you throw them into the water. Once they're floating, they may regain consciousness, so move fast.

5 IT'S TIME TO GET A LITTLE PUSHY



You won't get anywhere in this game if you don't stand up and assert yourself. Push the large boulders by pressing the A Button and move them over the buttons on the ground. Once both buttons have been pressed, the blocked passage will be cleared to enter.

1 THIS MAY COME AS A SHOCK: YOU CAN JUMP!



Among your early discoveries in the game is the fact that you can jump by pressing the B Button. Jumping over obstacles and across gaps is obviously an integral part of any adventure game, so be sure to get comfortable with jumping short and long distances.

TRAINING GROUNDS

A TO OHUA
P. 90

MAP KEY

- VILLAGER
- SIGN
- MADU FRUIT TREE
- BLOCKED PASSAGE





THE MINIGAMES

Throughout your adventure, villagers will challenge you to a variety of competitions, including boat races, football matches, lava surfing and snowball fights. In most instances, you must accept the invitation if you want to advance to the next level, but you'll never be required to win the contest.

USSAL CRAB DIG

In the underground village of Onua, the island's best crab digger is determined to show off his impressive shoveling skills. You must attempt the crab dig before you can leave the village and advance to the next town. The contest is slow-paced compared to the other minigames and relies more on methodical planning than quick reflexes.

KEEP THEM BOULDERS ROLLIN'



As you dig through the dirt, you can loosen a boulder from its holding place, sending it rolling down the passageway. Use the boulders to your advantage, knocking them free and launching them after your opponents. Just be sure not to hit yourself by accident.

GEM POWER



After collecting a colored gem, you will inherit that gem's special power. Blue creates horizontal explosions, red creates vertical explosions, green gives you more speed and yellow builds road-blocks. The red and blue gems are valuable for hurting opponents.

TAKE THE EASY WAY OUT

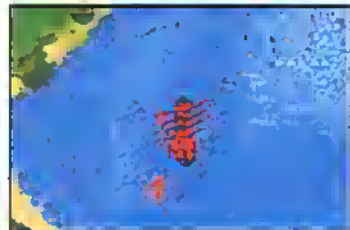


Why exhaust yourself when someone has already done the job for you? Expending energy on needless digging is a sure way to lose the contest. Move rapidly from one gem to the next by taking advantage of roads that other crab riders have already cleared.

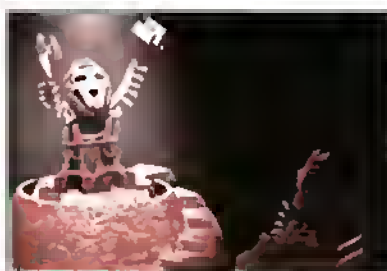
NGALAWA BOAT RACE

Mechanical LEGOs may not like water, but the seaside town of Ga-Koro is known for its boating activities, most notably the rugged Ngalawa canoe race. Upon entering the village, you'll be given a team of rowers to lead down a rough river against the best racers on the island. The keys to victory are rhythmic rowing and solid preparation.

STEER CLEAR OF TROUBLE



Moving the left oars will turn the boat right, and moving the right oars will turn the boat left. Keep the oars away from the shore, or you could get stuck and be forced to quit the game. During your first race, study the course and plot the easiest route.



AND THE WINNER IS...

At the end of each minigame, the winner will take the platform and all of the contestants' scores will be displayed. Each game ends abruptly as soon as someone is victorious. There's no room for second place! Press the Start Button to quit at any time.

DOWN AND DIRTY



Move in any direction to start digging dirt and clearing pathways. Your opponents can set off explosions or throw heavy boulders to knock you off your crab. If you get thrown from your ride, you may have to walk several feet to recover it.

SPOT THE SHORTCUTS



Scattered across the board are patches of loose dirt, which are much easier to dig through than solid blocks. Search for as many streaks of loose dirt as you can find and use them to reach the gems faster than the opposition. The first to find eight gems wins.

DOUBLE YOUR PLEASURE



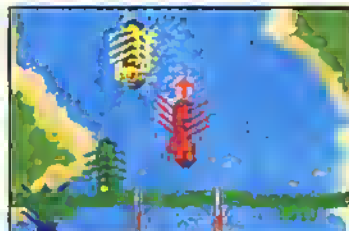
After collecting two crystals of the same color, the effect of that color's special power will double. Your blue and red blasts will be bigger, and your green speed will boost tremendously. Use the L and R Buttons to switch from color to color.

MAKE A PLAN



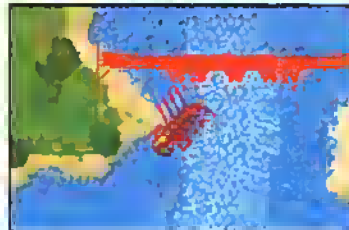
It's unlikely that you'll win the contest on the first try, but take advantage of your first attempt by noting where the loose dirt and crystals are located. Chart a course, taking lots of shortcuts and heading for the powerful blue and red gems first.

TAKE ON THE TIDE



In certain parts of the river, the current will attempt to push you back. You must gain momentum and power through the rough patches by rowing with long, fluid strokes. Stay as far away from other boats as possible and use the red arrows to guide you.

ROW, ROW, ROW YOUR BOAT



As they say, "gently down the stream." Easy does it. Slow, rhythmic rowing will give you more speed than rapidly tapping the L and R Buttons. Try to maneuver your boat into the forceful forward current near the finish line and coast to victory.

KOLI FOOTBALL

The athletic villagers in the mountainous region of Pohatu are intent on showing you their well-honed football skills. Played with four goals and dozens of balls, this is anything but your typical game of soccer. But it's also the easiest minigame to win on your first try, especially if you know the rules and stay aggressive throughout.

KNOCK DOWN THE PILLARS



As the contest begins, a few round rocks are scattered about the field and three large pillars protect each goal. You must break down the barriers in front of your opponents' goals. Create more balls by kicking the available rocks into the pillars.

DON'T GET TRIPPED UP



There are no referees or red cards in this game of football, so don't bother looking for a foul if an opponent sends you sprawling to the ground. Keep your distance from the other players, who tend to bunch together near a goal. Kick anyone who comes near you.

STICK TO A CORNER



You'll accumulate points no matter which goal you score on, so find an open corner and bust down the pillars. Then boot all the remaining rubble into the open goal. You must kick the rocks at the right angle, or they'll bounce off the walls and knock you over.

KEEP AN EYE ON THE SCOREBOARD



In all likelihood, you won't need to worry much about the score. The three opponents typically fight among themselves, leaving you alone to score points and keeping your goal relatively safe. But if one player's score starts to creep up, attack his goal.

RACE TO THE FINAL ROCK



By the time the last ball is chased around the arena, you should be well ahead on the scoreboard. The game will not end until the final rock is kicked through a goal, so you might as well sit back and be entertained by the opposition's pursuit of the last goal.

KEWA BIRD RIDING

After coasting through the easiest minigame, Koli Football, you'll be faced with the most challenging contest: the Kewa bird-riding duel. In the aerial assault battle, you'll sit on a wild Kewa, attempting to maneuver away from falling fruit while attacking several other skilled riders. The contestant who outlasts the others wins.

STRIKE FIRST



At your disposal are an unlimited supply of ammo and a bungee ball. As the battle begins, use your bungee to zip over toward the right side of the forest, knocking one or two riders off their birds. Then circle back and start flinging fruit at your opponents.

TAKE THE HIGH ROAD



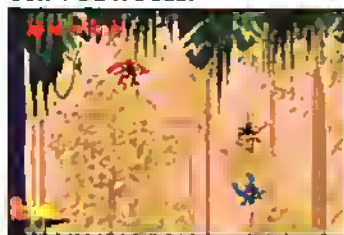
There are a few places you can hide to avoid trouble and surprise your enemies. Hovering near the top of the screen keeps you away from falling fruit but makes you vulnerable to bungee attacks. Staying at the bottom, under a ledge, can also serve as protection.

A LONG WAY DOWN



The bungee will allow you to move at high speeds and knock other riders off their birds. But use your bungee only when you have a clear shot at an opponent. Reckless use of the bungee could result in a costly accident that sends you spiraling toward the ground.

DON'T BE A BULLY



The objective is not to pick a fight with every enemy in sight. When you see two riders dueling with one another, stay away from the fray. Whenever possible, keep your distance from brawling opponents. The less you fight, the greater your chances of winning.

FLY AWAY FROM DANGER



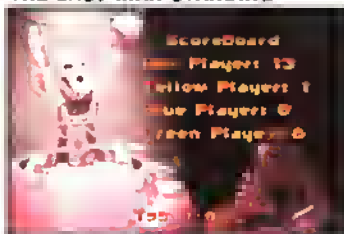
If you find yourself in a precarious situation, use the bungee to zoom out of the hazardous area. At times, you may be surrounded by opponents or find yourself under a rainstorm of bullets. Quickly find an opening and launch yourself away from the potential threat.

LURE 'EM IN



You don't have great range when flinging ammo, so wait patiently for a rider to approach you before unleashing a flurry of fruit. Keep an eye on your health meter in the upper-left corner. If you find yourself low on energy, take cover and wait it out.

THE LAST MAH STANDING

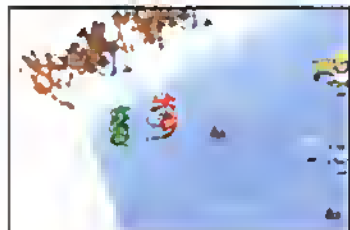


Earn points by landing successful shots and taking as many riders down as possible. The player who survives the longest will typically earn the most points and win the scuffle. Don't get discouraged—it's the most difficult contest of all to master.

HUAI SNOWBALL SLING

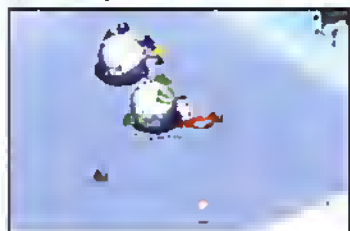
The villagers of the cold and icy town of Kopaka may be looked upon as the most unfortunate LEGOs on the island. But they make the most of their snowy surroundings and certainly know how to have some fun. The snowball sling is an enjoyable, fast-paced skirmish that will test your speed and accuracy. Grab your winter coat and have a blast.

EVERY HIT IS COSTLY



The snowball sling will be over in a hurry, because it takes only a few hits for each contestant to become buried in snow. Every time a snowball pells you, you'll see more snow accumulate on your body. Stay away from enemy fire and never stop flinging.

SHIELDS OF SNOW



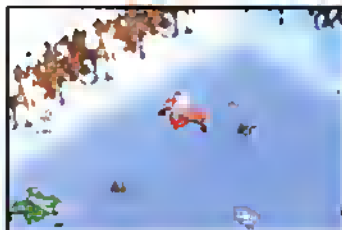
Stake out your territory and defend it. Hide behind frozen villagers and use them as protection against enemy attacks, but don't stay in one place for too long or you'll be a sitting duck. You can also deflect oncoming snowballs with snowballs of your own.

SLING 'N' SLIDE



There is only one button to worry about in this minigame: the A Button. The only way to glide across the ice is to sling snowballs, and you can move only in reverse. At the start of the fight, turn around and start flinging to skate out of your corner.

GUARD THE PERIMETER



Stay away from the danger zone—the middle of the rink. Try to move along the perimeter of the ice, aiming for the foolish participants who skate across the middle of the war zone. Use the four tiny rocks in each corner as shields against oncoming enemies.

BE AGGRESSIVE TO WIN

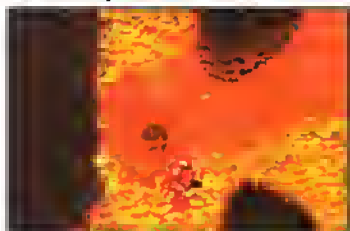


The fighter who records the most successful throws wins the contest, regardless of which player survives the longest. You must be aggressive and charge your opponents or you won't compile enough points to win the game. You can't sit back and watch. Attack!

IGNALA LAVA SURFING

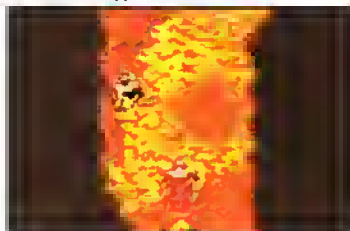
The final minigame features raging volcanic rapids. Hop on your lava board and prepare to race down the lengthy, turbulent river against three other speedy racers. If you manage to ride the right currents and stay out of difficult spots, you should win with ease. Before gaining entrance to Tahu, you must compete in the lava race.

WATCH FOR SHARP TURNS



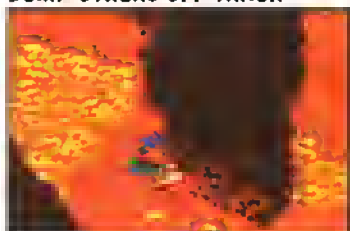
The L and R Buttons can be used to maneuver your board around sharp turns. If you're familiar with the course and run a clean race, you shouldn't have to use the L or R Button. During your first few races, though, you may find yourself faced with some tough curves.

RIDE THE TIDE



Use the patches of flowing lava to speed your board across stretches of the course. Keep an eye out for the moving currents and ride them as often as possible. The more tide you ride, the easier it will be for you to cross the finish line ahead of the pack.

BUMP OTHERS OFF TRACK



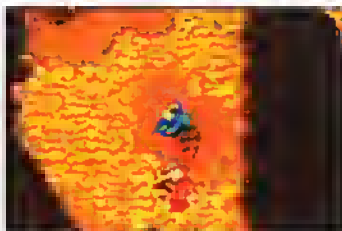
In general, it's a good idea to stay as far away from the other riders as possible. Friction with another lava board will only slow you down. But if you do find yourself bumping up against an opponent, use the L or R Button to lean into him and throw him off.

ON YOUR MARK, GET SET . . .



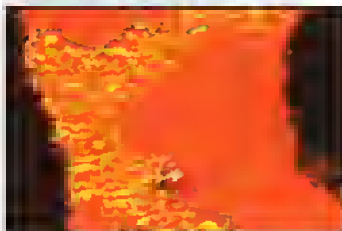
Shoot out of the starting gate by repeatedly pressing the A Button. Continue to press the A Button to motor yourself down the river, but slow down for sharp turns and narrow, obstacle-filled passages. Speed is vital for success, but so are caution and awareness.

STEER AWAY FROM BOULDERS



There are several large rocks jutting out of the lava, waiting to knock you off your board. Large boulders can usually be found in the middle of narrow passages, forcing you to make a tight squeeze. Stay alert and steer clear of any hazardous obstacles.

MAINTAIN MOMENTUM



The darker swaths of lava are thicker and will slow the speed of your board considerably. Don't lose the momentum you've gained by riding across thick patches of lava. Keep your board on the flowing currents for as long as possible and maintain high velocity.

CRUISE TO VICTORY



A wide current of fast-moving lava is situated directly in front of the finish line. The first rider to reach the area is guaranteed to win the race. If you manage to maneuver out of the curves before any of your opponents, you will glide to an easy victory.



INVENTORY ITEMS

GIFTS AND GOODIES

You must be equipped with quite a large backpack, because your inventory will be stuffed with over 15 items by the time you finish the game. Assign weapons and tools to the L and R Buttons by accessing the inventory screen.



Madu Fruit, also known as coconuts, can be used as ammo against most enemies but aren't as effective as other weapons.



Small rocks are used in the same manner as Madu Fruit but cause more damage. Create rocks by smashing large boulders.



Exploding coconuts, commonly known as Madu Cabolo, are a rarity on the island. They allow you to blast through walls.



Snowballs are located in the icy town of Kopaka and are used like fruit and rocks. Amazingly, they never melt.



The disc is far and away the most valuable weapon on the island. It serves as a boomerang and hits all enemies in sight.



ENEMY CREATURES

KNOW YOUR FOES

There are a variety of dangerous creatures located throughout the island, and each poses a unique threat to your existence. The more familiar you are with the assortment of menaces, the better your chances of safely passing each level. Most enemies are easy enough to take down with fruit or rocks, but some require specific tools and tactics.



Hoi are typically harmless, unless they've been infected with poison. Unsafe turtles wear easy-to-spot orange masks. Use the peaceful turtles as stepping-stones.



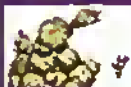
The most common nuisance on the island is small bugs—but you easily exterminate them with a toss of a fruit or rock. They usually emerge in tiny groups from underground.



Varieties of small spiders are in abundance all over the island of Mata Nui. Most have been infected by the evil Makuta and require several hits to be eradicated.



Villagers of the underground town of Onu-Koro have tamed many Ussal crabs and use them for transportation and gaming. Several other crabs are wild and considered very dangerous.



Vatukas, known in some parts as Rock Monsters, are incredibly strong and do not like visitors. If you happen to disturb a Vatuka, keep your distance and pelt it from afar.



Electric spiders spray deadly jolts of lightning at anyone who comes near, so try not to get too close. Use your disc to hit several spiders at once.



Cliff bugs are pesky critters commonly found near the swampy shores of Gali. They aren't particularly dangerous, but they're incredibly annoying. Scare them off with fruit or rocks.



You will encounter the Makika Cave Toad when trying to rescue Nokama in Gali. Weak ammo, such as rocks or fruit, will bounce off the large toad. Use boulders to stun the beast.



You will probably use the Volo Lutu Launcher more than any other tool, as it allows you to bungee across large canyons.



The Lava Board comes into play in the volcanic village of Tahu. It gives you the ability to travel across boiling rivers.



You can use Whenua's Drill to crawl underground, where you can avoid swarms of enemies and sneak up on deadly scorpions.



You will receive Nokama's Trident, used to launch water balls at enemies, as a gift after rescuing Nuju in Kopaka.



The sturdy Hammer of Onewa is tucked away in a corner of Pohatu. It is helpful for smashing boulders and creating rocks.



Given as thanks for helping the villagers of Lewa, the Kau Kau Staff works like a chainsaw. Use it to buzz down large trunks.



Nuju's Ice Pick is bestowed upon you after saving Matau from a Kewa's nest. The pick freezes lava and creates icicles.



Located in the underground village of Onu-Koro, Vakama's Fire Staff can be used to light dim passageways and stun opponents.



Your typical attacks won't harm scorpions—you must purge them from beneath the surface. Make use of Whenua's Drill to travel underground and strike the enemies from below.



Small birds hover above the canyons, and they are very difficult to hit. The only way to chase the birds away is to use the disc that can be found in Pohatu.



The baby Taku eaglets live in Kewa nests high above the forest village of Lewa. Matau happens to be trapped in a nest, and you must drop boulders on the eaglets to save him.



One of your biggest challenges will come in the center of Pohatu when you face off against the king scorpion, Kofu-Jaga. Distract the scorpion with boulders and strike fast.



Use the Goko-Khau hawk to rescue Matau from the bird's nest in Lewa. The hawk will pick up boulders and drop them into the nest. Just make sure you don't get scooped up, too.



Brakas monkeys have strong arms and enjoy pelting passersby. They are extremely rare and difficult to find. If you happen to locate one, be sure to stop and take a picture.



More of a nuisance than a real threat, fire bugs travel in swarms among the trees of Lewa. Ignore the pesky creatures unless they happen to stand in the way of your progress.



Electric bugs are commonly found in Lewa, along with electric spiders. One easy hit can terminate them, but you should also try to stay away from their high-voltage bolts.



Some say they're rams, some call them goats and others insist they are wolves. But everyone knows them as Maha—big, horned animals that charge toward anyone who approaches.



Vako rhinos are often referred to as Ice Demons because of their presence in the snowy hills of Kopaka. Most villagers are too afraid to go anywhere near the large beasts.



Similar to Vakos, Hikaki Dragons are usually called Lava Demons since they reside in the volcanic region of Tahu. It's not wise to wander near a Hikaki. Keep your distance.



Known as Lava Skimmers because they glide across the red rivers, the pecking birds are vicious and should be avoided at all costs. You'll ride one to escape at the end.

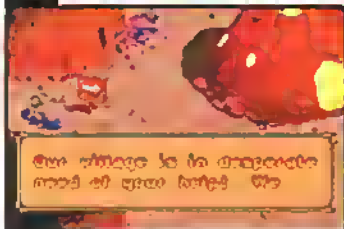
IT'S NOW OR NEVER

Your training is over and it's time to save the island of Mata Nui from Makuta. As expected, your adventure will be filled with dangerous creatures, perilous pitfalls and deadly traps. In addition, you'll be forced to cross swampy marshes, vast canyons, treacherous forests and slippery icebergs as you attempt to collect the six Toa Stones.

AREA 2: ONUA

The villagers of Onua are distraught. Their leader is missing, their source of food has been destroyed and their hopes have been dashed by the presence of Makuta. But by the time you leave, they'll be ready to throw a party. Your job is to find two crystals, free Whenua and collect a Toa Stone.

6 DAMP AND DREARY VILLAGERS NEED YOUR HELP



After listening to the goofy guards' short vaudevillian exchange, you'll enter the underground town of Onu-Koro, where nobody seems to be in a very pleasant mood. Mingle with the crowd to learn that Whenua is being held captive and must be rescued.

7 AS IF YOU DIDN'T HAVE ENOUGH RESPONSIBILITY



Despite the fact that you're trying to save the entire Island and have already been sidetracked with the task of liberating Whenua, the villagers are counting on you to collect two Tree Crystals that will restore their main source of food, the Vuata Maca Tree.

YOUR DESTINY AWAITS



There's no turning back now. You've completed the training with tying colors and your fellow Islanders are counting on you to summon the Toa and save the island. Head north to collect fruit before entering the cave. Once inside, talk to everyone you encounter.

ONUVA: VILLAGE



A TO GALI

P. 92

MAP KEY

WIZARD

2 VOLO LUTU LAUNCHER

1 YAKAMA'S FIRE STAFF

MINIGAME

ONUVA: WHENUA'S RESCUE



MAP KEY

VUATA MACA TREE FRUIT

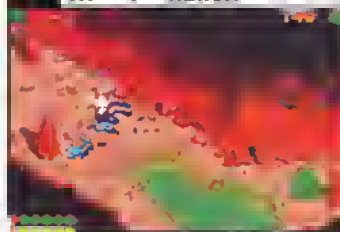
TURAGA WHENUA



CREATURES

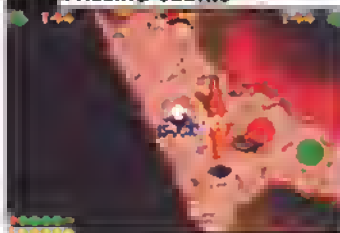


8 SAVING WHENUA



Enter the passageway marked B on the map above and follow the path until you reach the end. Pesky crawling creatures will be in your way, but there's plenty of fruit available to help restore your energy.

9 FALLING OEBRIS



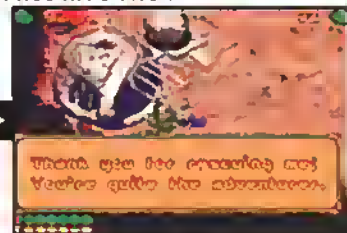
Sharp chunks of rock will occasionally drop from the ceiling. Watch for shadows on the ground and don't stand in one place for very long.

10 BOUNDING BOULDERS



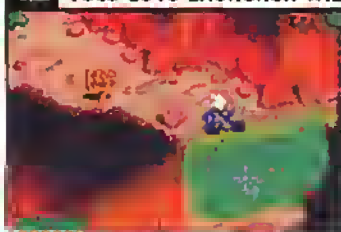
Stay alert at all times and keep an eye out for fast-moving rocks. Large boulders tend to come rolling unexpectedly through narrow passageways. If you happen to get flattened by a rock, grab a few pieces of fruit and replenish your health as quickly as possible.

11 RELEASE WHENUA AND GET A FREE RIDE BACK



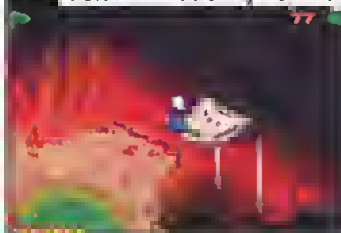
Push two boulders over the buttons near the cage to release Whenua from captivity. He will transport you back to the village, eliminating the need to make another trip through the long, winding passage. Whenua will instruct you to head north to find the Toa Stone and Tree Crystals.

12 VOLO LUTU LAUNCHER WILL SEND YOU FLYIN'



After listening to Whenua's Instructions, grab the Volo Lutu Launcher and head through the north exit. Make your way down to the water, knocking out all the annoying crabs along the way. Use the launcher to reach the rock on the other side of the stream.

13 SCAMPER SOUTH, BUT ODN'T FORGET THE TREE CRYSTAL



After launching yourself over the water, you should have little trouble reaching the bottom of the area and finding the elevator to the hidden cavern. Don't forget to head left and collect the first Vuata Maca Tree Crystal. The villagers can't survive without it!

14 BLAST YOUR WAY TO THE FIRST TOA STONE



Creatures will emerge from the walls, so stay alert. Knock out all the enemies in the area before collecting the coconut-like Madu Cabolo. Blast through the blockade and immediately deactivate the exploding coconuts. When you collect the first Toa Stone, you'll be transported back to the village.

RUNNING CIRCLES AROUND THE SLUGGISH STONE BEAST



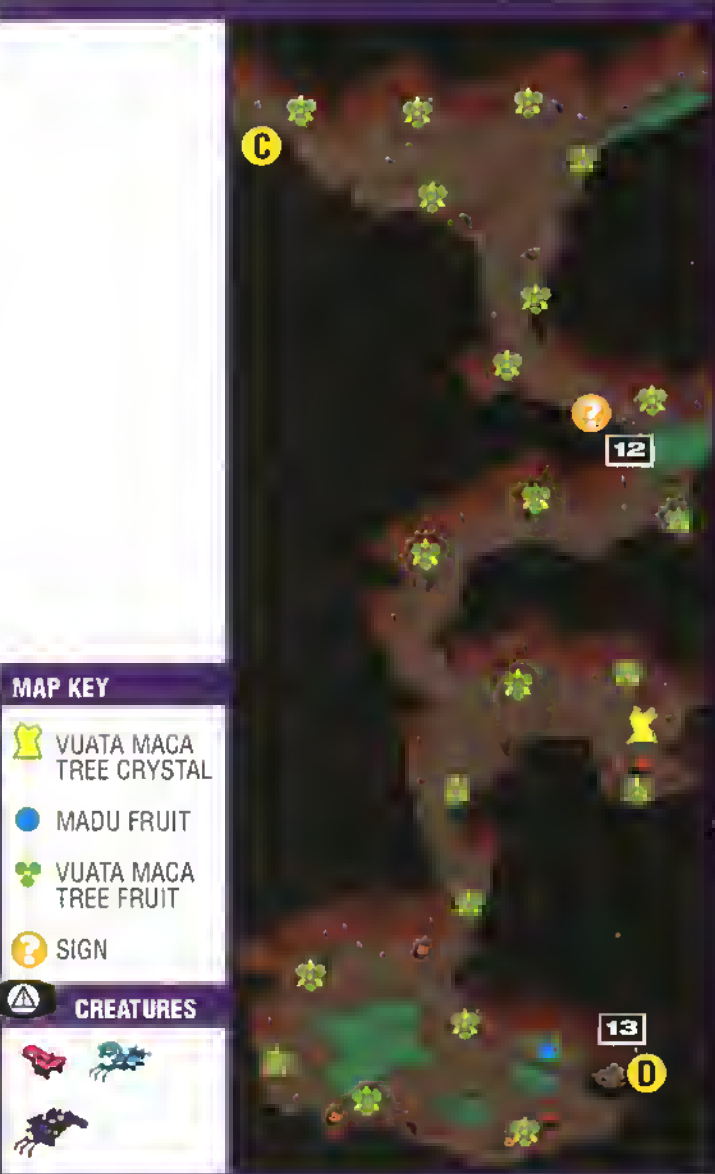
Vatuka will protect himself with a tiny shield of rocks, deflecting your hurled fruit. Use your speed to get a clear shot at his body and fire away. You should turn the beast into rubble in no time. Collect the Volo Sphere to return to full health.

ONUUA: TOA STONE

MAP KEY

- VUATA MACA TREE CRYSTAL
- MADU FRUIT
- VUATA MACA TREE FRUIT
- SIGN

CREATURES



ONUUA: TOA STONE

MAP KEY

- VUATA MACA TREE CRYSTAL
- TOA STONE
- MAOU CABOLO FRUIT

CREATURES



AREA 3: GALI

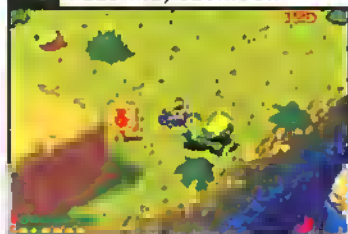
The second village on your quest will prove to be a much bigger challenge than the first. A horde of underground spiders, vicious crabs and robot-eating vegetation will stand in your way. In addition, you'll need to use your Volo Lutu Launcher to execute a few tricky jumps.

15 CURING THE INFECTED HOI TURTLES



The majority of Hoi are peaceful and make useful stepping-stones, but some are infected and can cause you harm. You can identify poisonous turtles easily by their orange masks. Assist the Hoi by knocking off their masks, ridding them of their infection.

16 FEED ME, SEYMOUR



The deadly Daikau Plants always seem to be hungry, and they have a mind of their own. Like flora out of *Little Shop of Horrors*, the monsters tend to trap anyone who unwittingly stumbles near them. If you get caught, use the Control Pad to break free.

GALI: ISLANDS

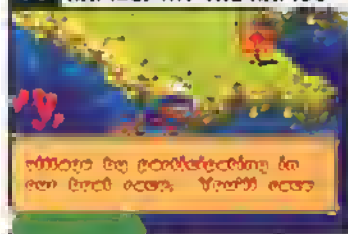
MAP KEY

- MADU FRUIT TREE
- VUATA MACA TREE FRUIT
- SIGN

CREATURES



19 RAPIDLY HIT THE RAPIOS



Before entering the village of Ga-Koro, the speediest rowers in town will challenge you to a boat race. For tips on winning the whitewater contest, flip back to page 86.

20 ANOTHER TURAGA TO SAVE



The leader of the village is missing, and the islanders suspect he's trapped in a cave where the elusive Makika Beast lives. Not surprisingly, they expect you to save him.

GALI: SHORE



MAP KEY

- MADU FRUIT TREE
- VUATA MACA TREE FRUIT
- MADU CABOLD FRUIT



CREATURES

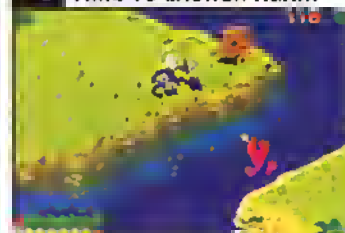


17 THEY'LL MAKE YOU CRABBY



Don't walk too close to the water or a lightning-quick Ussal crab will likely spring from the murky depths and drag you into the river.

18 TIME TO LAUNCH AGAIN



Did they ever think to build bridges in these towns? Oh well, with a bevy of trusty Volo Launchers available, who needs bridges anyway?

GALI: VILLAGE



MAP KEY

- WIZARD
- SIGN
- MINIGAME
- VUATA MACA TREE
- MADU CABOLD FRUIT

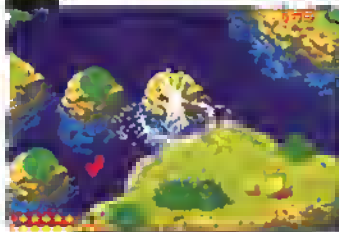
A TO POHATU

P. 94

GALI: SAVE NOKAMA

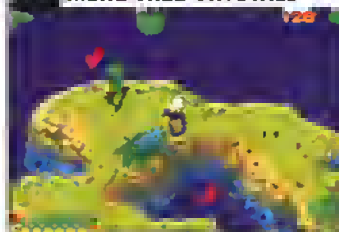


21 LOOK BEFORE YOU LEAP



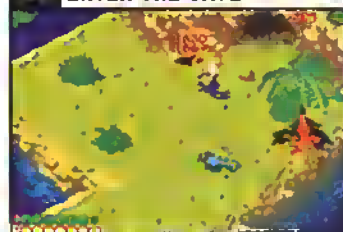
As you traverse the Gali shores, you'll be forced to make several well-calculated leaps from island to island. Shorter jumps are often more difficult than longer ones. Study the map to the left and plot the safest course before venturing forward.

22 MORE TREE CRYSTALS



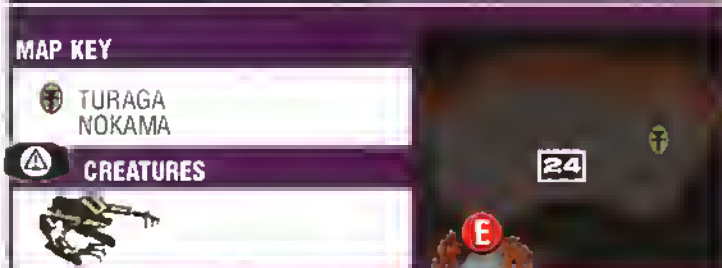
As in the previous level, you're required to collect two Tree Crystals. The first is located in the northwest corner of this zone.

23 ENTER THE CAVE



The sign in front of the cave will warn you that Madu Fruit do not harm the Makika Beast. Take a deep breath and head into the cave.

GALI: SAVE NOKAMA



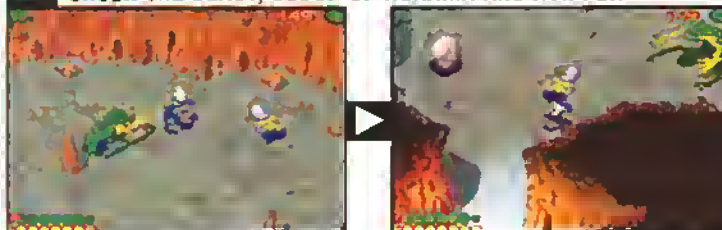
24 MAKIKA BEAST: The beast is a large and muscular cave-dwelling creature. It's not very fond of visitors.

YOU'LL NEED MORE THAN FRUIT TO DEFEAT THIS MONSTER



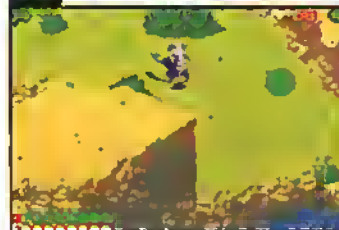
Don't waste your supply of ammo, because the Madu Fruit will bounce harmlessly off the bulky Makika Beast. The good news is that there happen to be some rocks in the area. Get your hands on one of the boulders as soon as you enter the cave.

24 CRUSH THE BEAST, SCOOP UP NOKAMA AND RUN FOR IT



If you manage to squash the Makika Beast with a rock, it will be stunned for a few seconds. Pick up Nokama and head for the exit before the beast can recuperate. It will eventually regain its senses and chase you out the door.

25 A DIFFICULT LAUNCH



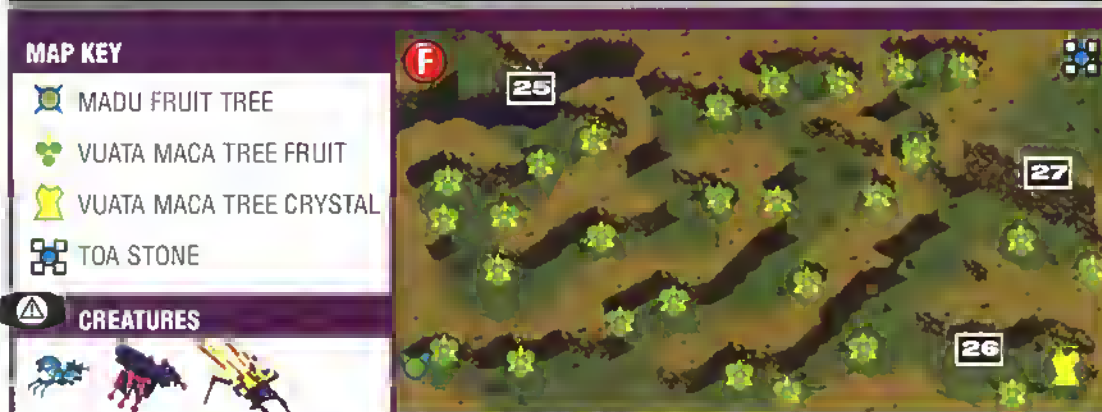
Stand to the far left and align yourself so you're parallel to the canyon wall on the other side of the river. Don't launch too far or you'll crash.

26 POWER UP



Blast the rocks surrounding the Amana Volo Sphere with one of your exploding coconuts. Quickly grab the sphere to regain complete health.

GALI: TOA STONE



27 UP, UP AND AWAY



Don't waste time lighting off pesky creatures. Head straight for the moving lift at the far end of the large brick wall. Once you're on top of the hill, scamper north to collect the second Toa Stone. After grabbing the item, you'll be transported back to the main village of Ga-Koro.

AREA 4: POHATU

The trickiest maneuver to execute in Pohatu involves the many enormous canyon gaps. Use the Volo Launcher to attach yourself to the tiny platforms in the middle of the canyons and run backward to fly successfully across the crevasses.

28 ACT LIKE A GROUNDHOG



After collecting Whenua's Drill in the southeast corner, use it to create burrows in the ground that you can travel through. The new underground passageways will allow you to trek beneath walls and past dangerous enemies.

29 SNEAK PAST THE SCORPIONS



After jumping over the two minicanyons, follow the road around to the right and use the drill to hide under the dirt. Madu Fruit cannot harm scorpions, so the only way to avoid them is to slither under the soil.

POHATU: CANYON

MAP KEY

VUATA MACA TREE FRUIT

VILLAGER

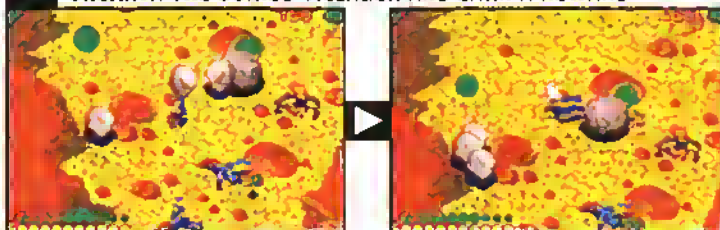
3 WHENUA'S DRILL



GREATURES

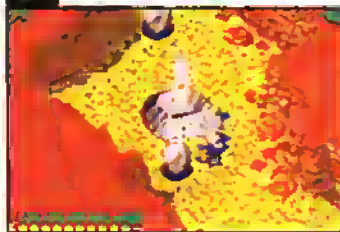


30 UNEARTH THE BURIED VILLAGER AND EARN A REWARD



A helpless islander is trapped beneath the large boulders. Distract the scorpions by throwing the boulders in various directions. Once you free the villager, he'll reward you with an Amana Volo Sphere, which will give you full health.

31 TAKING A HAMMER TO IT



It's time for the heavy artillery. After leaving the village and venturing into area C, collect Onewa's Hammer and smash the boulders near the entrance. Gather the fragments and store them for later. You can use them to wallop large creatures down the road.

32 SUPER LAUNCH FROM THE BRIDGE



They actually do have a bridge on this island! There's an Amana Volo Sphere to the west of the bridge. Perform extra-long aerial flights by running backward after attaching the Volo Launcher. The farther back you go, the longer your launch will be.

33 STOP—HAMMER TIME



Dig into your inventory and select Onewa's Hammer. Smash the large boulders and collect rock fragments for ammo. Once you've cleared the passageway, be sure to go back to your inventory and arm yourself with fruit. Several large fire-breathing creatures await.

POHATU: VILLAGE

A TO LEWA

P. 96

MAP KEY

WIZARD

MINIGAME



POHATU: ONEWA

MAP KEY

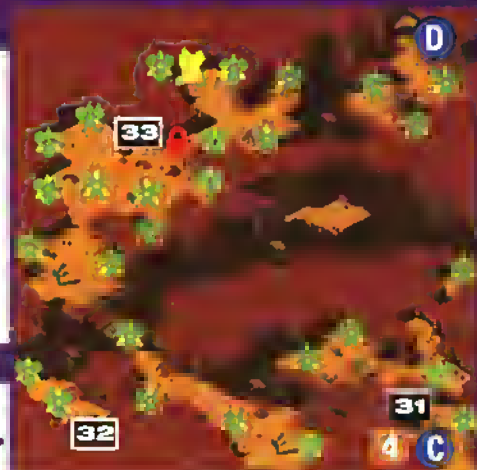
VUATA MACA TREE FRUIT

BLOCKED PATH

4 ONEWA'S HAMMER

VUATA MACA TREE CRYSTAL

GREATURES



34 LETTING THE BIRD OUT OF ITS GAGE



You'll find a villager's precious Moa Bird trapped behind two large boulders in the northeast corner. Use the hammer to smash the boulders and free the bird. The relieved villager will award you with another Amana Volo Sphere.

POHATU: ONEWA

MAP KEY

TURAGA ONEWA

CREATURES



36 KEEP THE DRILL HANDY



A throng of speedy, subversive creatures will swarm you as soon as you attempt to save Onewa. Do your best to travel underground and avoid their attacks. Flip all the switches in the circles to free Onewa and get a reward.

37 ROCK COLLECTION



A pile of small rocks is hidden behind the large boulders at the beginning of the stage. Many pieces of fruit are also hidden along the canyon walls throughout the level.

38 FLOATING DISC



With little effort, you can find a disc hovering behind the two large boulders near the entrance. There must be something to throw it at nearby.



39 GIANT SCORPION: The nasty scorpion will be on your tail from the moment you arrive unless you hide behind a boulder.

DISTRAGT THE SCORPION, THEN ATTACK IT



Quickly eliminate the smaller scorpions, then use the boulders as protection. They will distract the large scorpion. The enemy will eventually destroy all the boulders, so you must strike several times from underground before the entire shelter vanishes.

POHATU: ONEWA

MAP KEY

VUATA MACA TREE CRYSTAL

BLOCKED PASSAGE

MAOU CABOLO FRUIT

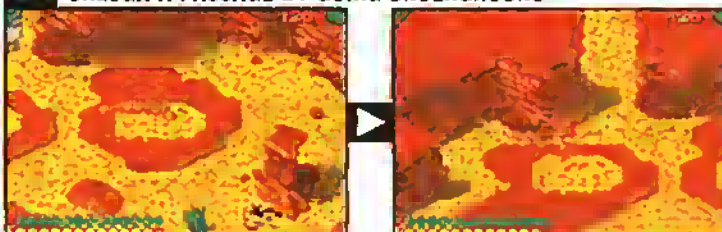
VILLAGER



CREATURES



35 UNLOCK A PASSAGE BY GOING UNDERGROUND



Return to the inventory and select Whenua's Drill. Use the drill to travel beneath the earth and flip the switches in the middle of the two circles. Before leaving the area, make sure you've grabbed the Vuata Maca Tree Crystal!

POHATU: TOA STONE



MAP KEY

VUATA MACA TREE FRUIT

BLOCKED PASSAGE

DISC

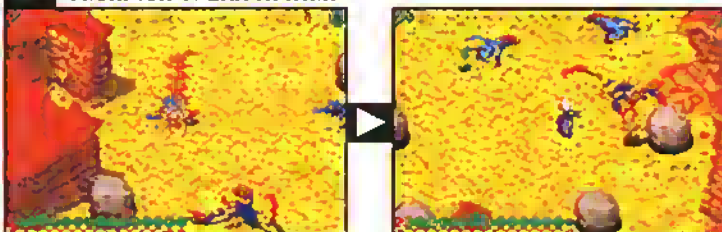
TOA STONE



CREATURES



39 SCORPION SNEAK ATTACK



The disc is a fantastic boomerang-like weapon that hits every creature in sight, but it won't do you any good against the scorpions. You'll need to use the drill to attack the scorpions—pop up from beneath them.

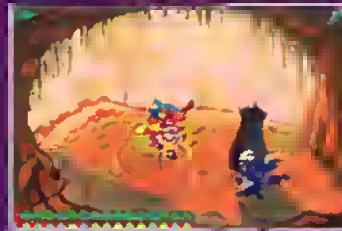
AREA 5: LEWA

Take the northwest exit out of Pohatu and make a Volo Lulu launch over the canyon to reach the multilayered forest of Lewa. Before gaining entry to the village, you must retrieve a swift Kewa bird from one of the town's inhabitants.



KEWA BIRD: Fast, strong and incredibly valuable, Kewa birds serve as transportation in Lewa's vertical village.

LURK IN THE SHADOWS AND STEAL A KEWA



Quickly hide in the long shadow before a Kewa flies by and knocks you off the ledge. As the bird hovers around the area, attach your Volo Lulu Launcher to the rider and knock him off. Then jump on the Kewa and get a free ride to the center of town.

40 RIDE LIFT AND COLLECT NUJU'S ICE PICK



The first lift will take you to the main level of the village where most of the townspeople live in tiny huts. Chat with the crowd to learn valuable information. Grab Nuju's Ice Pick, which you'll use later in the game to cool lava and traverse frozen terrain.

LEWA: VILLAGE

MAP KEY

MINIGAME

WIZARD

5 NUJU'S ICE PICK

6 KAU KAU STAFF



A TO KOPAKA

P. 98

41 VENTURE DOWN TO RESCUE MATAU



A particularly dangerous Kewa bird has taken Lewa's spiritual leader, Matau, hostage. Take the lift down to area B and follow the map to find Matau. Move carefully along the narrow paths and be sure to have your disc ready for lots of action.

42 DANGER FROM ABOVE



Harmful birds will soar overhead, and ground creatures can zap you with electricity. Arm yourself with the disc from Pohatu and use it often.

43 REMEMBER THE CRYSTAL



You must go out of your way to collect the first Tree Crystal in the southwest corner. Walk cautiously over the thin, flimsy bridge.

LEWA: RESCUE MATAU



MAP KEY

VUATA MACA TREE FRUIT

VUATA MACA TREE CRYSTAL



CREATURES



LEWA: RESCUE MATAU



MAP KEY

TURAGA MATAU

SIGN

VUATA MACA TREE CRYSTAL



CREATURES



45 BIRD NEST: Matau is tied up in a nest with hungry Kewa chicks, which have been known to devour LEGOs.

DON'T BE FOOLED BY THEIR CUTE APPEARANCE



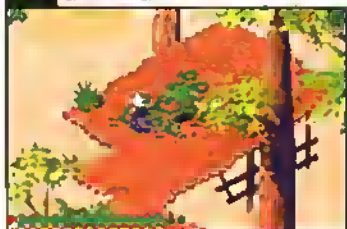
The little Kewas are starving, and mama is out searching for food. You'd just better hope she doesn't find you first. Head to the ledge near the sign and collect boulders for the mother Kewa to return to the nest. For more details, read the next page.

44 PROTECT YOURSELF WITH BOULDER



As the mother Kewa circles the area searching for food, grab a boulder and hold it above your head. The mother will collect the boulder and drop it into her nest, knocking one of the hungry chicks unconscious.

46 GET IN GEAR



With few enemies in sight, the next level serves as a nice change of pace. Track down four green gears and place them on the mechanical tree.

47 DISCO DERBY



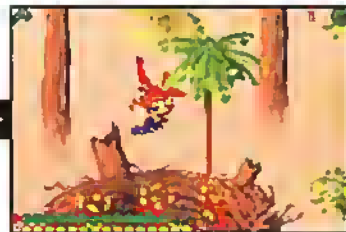
To reach the disc, stand on the platform above and attach the launcher to the bush. Use the shrub to the southeast to launch off the island.

48 TIMBER! CUT DOWN SOME LUMBER



Matau's Kau Kau Staff works like a heavy-duty chainsaw, buzzing down trees in a matter of seconds. Select the staff from your inventory and chop down the tree across from the second gear to create a bridge to the platform.

45 AFTER FIVE, TAKE A RIDE



Be sure to hand off five rocks before allowing the Kewa to scoop you up and carry you to the nest. The pile of rubble near the sign contains only four rocks, so you'll have to search hurriedly for the fifth and final boulder.

LEWA: TOA STONE



MAP KEY

- MADU FRUIT TREE
- MECHANICAL TREE GEAR
- DISC



CREATURES



LEWA: TOA STONE

MAP KEY

- TOA STONE



50 SHIFTING INTO FOURTH GEAR



Equip the Kau Kau Staff once again and chop down another tree to reach the fourth and final gear. Once you've collected all four gears, you can cross the narrow bridge in the northwest corner to reach the mechanical tree.

49 SNAG THE THIRD GEAR WITH THE VOLO LUTU



Stand directly across from the third gear, as close to the edge as possible, and use your Volo Lutu Launcher to transport the gear across the valley. Be careful not to launch yourself into the abyss. Believe it or not, the simple level is nearly over.

51 PLACE GEARS ON THE TREE FOR A TOA STONE



The gears are not displayed in your inventory, and you're likely to approach the mechanical tree wondering what to do. Simply walk toward the tree and press the A Button to set the gears on the pegs. The Toa Stone will then be revealed.

AREA 6: KOPAKA

The inhabitants of Kopaka certainly know how to have a little fun, and they use their surroundings to their advantage. But the winter wonderland of Kopaka's slippery slopes and sudden avalanches can also be very dangerous.



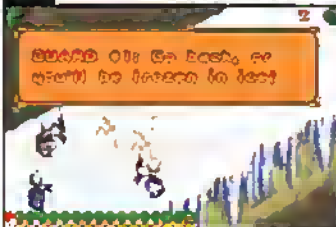
SNOWBALL FIGHT: As a rite of passage, the Kopaka villagers insist you participate in a no-holds-barred snowball war.

TODAY'S FORECAST: SNOW FLURRIES



Get your arm warmed up, because you'll be hurling snowballs at an insane rate, attempting to bury your opponents in a blizzard. When on the ice, simply stay in a corner and keep hitting. If you play it safe, you'll have a better chance of winning.

52 ENTER AT YOUR OWN RISK



The Kopaka guards will try their best to discourage you from entering the village. After listening to their unconvincing exchange, walk past them and select the hammer from your inventory. Smash the two igloos to proceed.



GIANT SNOWMEN: Destroying snowmen may seem cruel, but these big, bad Frostys aren't exactly full of holiday cheer.

IT'S A BIRD, IT'S A PLANE, IT'S A... SNOWMAN?



The angry snow beasts will soar into the air and attempt to land on your head. To flatten the chilly creatures, use the ice pick and create a sharp stalagmite directly underneath the plunging snowmen. Once they've been mashed, you can advance safely.

KOPAKA: ICEBERGS



MAP KEY

VUATA MACA TREE FRUIT

BLOCKED PATH

VILLAGER

SNOWBALLS



CREATURES



53 SOME BIRDS DON'T FLY SOUTH FOR THE WINTER



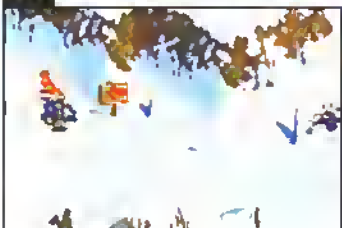
After you collect the snowballs near the entrance, the winged snowman will fly into the sky and attempt to bounce on your head. Use the ice pick to turn the snow pest to mush. Try to avoid walking near other winged snowmen.

54 CAUTION, SLIPPERY WHEN WET



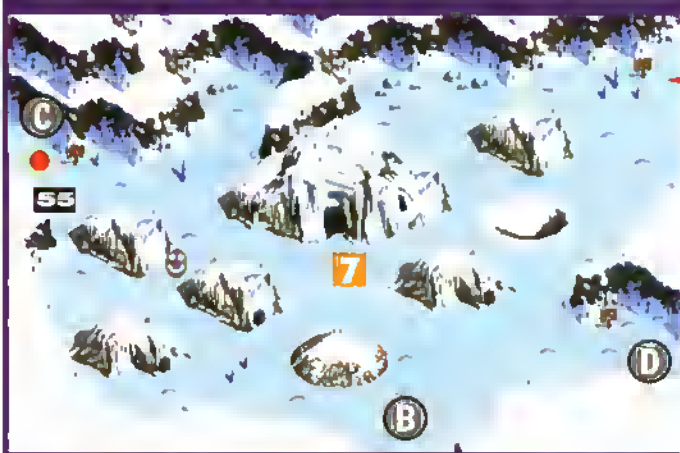
Perform several well-calculated jumps across the snowy crevasses to reach the main town of Kopaka. Along the way, use your two discs to eliminate any enemies swiftly. Snowbirds cause major damage to your health, so stay as far away from them as possible.

55 TURN UP THE HEAT



As expected, Kopaka's villagers desperately need your help. The local Vuata Maca Tree serves as the only source of energy, and without it, everyone will freeze. In addition, Turaga Nuju is trapped. Grab the exploding fruit and set off on your next mission.

KOPAKA: VILLAGE



MAP KEY

WIZARD

NOKAMA'S TRIDENT

MADU CABOLO FRUIT

A TO TAHU

P. 100

KOPA KA: FIND NUJU



MAP KEY

VUATA MACA TREE FRUIT

VUATA MACA TREE CRYSTAL

DISC

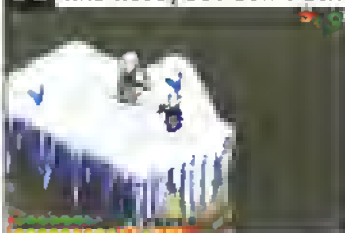
TURAGA NUJU



CREATURES



58 NAB NUJU, BUT DON'T LEAVE THE CRYSTAL BEHIND



Nuju is located in the northeast corner, but before rescuing him, track down the Tree Crystal in the northwest bend. After finding Nuju, you will return to the main village and be rewarded with Nokama's Trident, which launches balls of water at enemies.

56 BURY THE BAD GUYS IN AN AVALANCHE



A horde of nasty creatures will be awaiting your arrival near the entrance of the next area. Quickly throw a Cabolo coconut into the Daikau plant to create an explosion and smother the oncoming enemies in a pile of snow.

57 THREE DISCS ARE BETTER THAN TWO



To recover the third disc, select both the Volo Lutu Launcher and the ice pick from the inventory. First, form an icicle with the ice pick. Flung yourself onto the island by attaching the launcher to the newly created icicle.

59 ELEMENT OF MELTING



Before venturing toward the Toa Stone, round the southeast crook and collect the Element of Melting. Watch for underground creatures.

60 PREPARE TO GET RAMMED



Use the pick and launcher to fly over the gap, but arm yourself with the disc before executing the jump. A powerful ram waits on the other side.

KOPA KA: TOA STONE



MAP KEY

VUATA MACA TREE FRUIT

WATER BALLS

ELEMENT OF MELTING

VUATA MACA TREE CRYSTAL

TOA STONE



CREATURES



11 IGLOO BIRDS: The Toa Stone is nearby, but you must smash the Igloos and battle the birds before you can find it.

THIS PLACE IS FOR THE BIRDS



You've had just about enough of the cold terrain—it's time to go. Crack the Igloos with your discs and, one by one, eliminate the large birds that live inside. Once you've destroyed all three Igloos and extinguished the birds, you'll find the stone.

61 DON'T LET THE BIRD OUT OF ITS CAGE

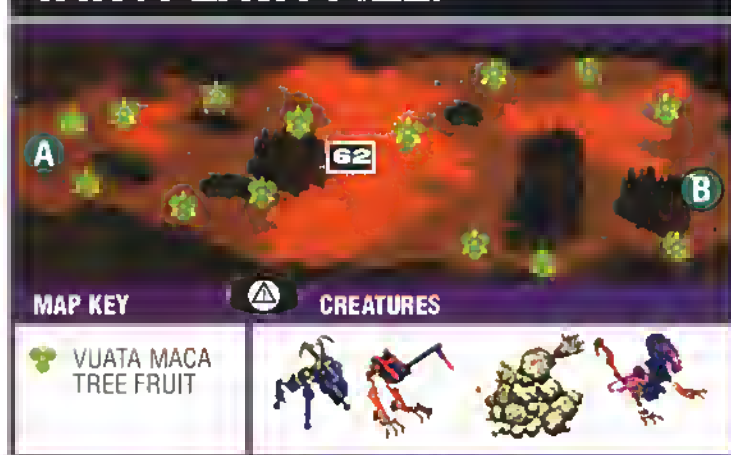


The birds are trapped, so don't break open all the igloos at once. Battle one at a time. After finishing them off and getting the stone, don't forget to collect an Amana Sphere from the wizard before heading to the next level.

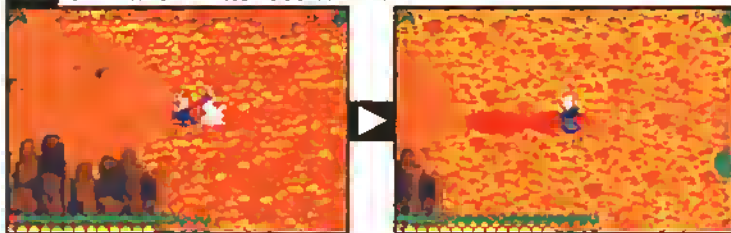
AREA 7: TAHU

The end is in sight, but before you can celebrate, you must survive Tahu. The final village on your journey presents a slew of new challenges, including surfing across lakes of lava and fending off more enemies than you can imagine.

TAHU: LAVA FIELD

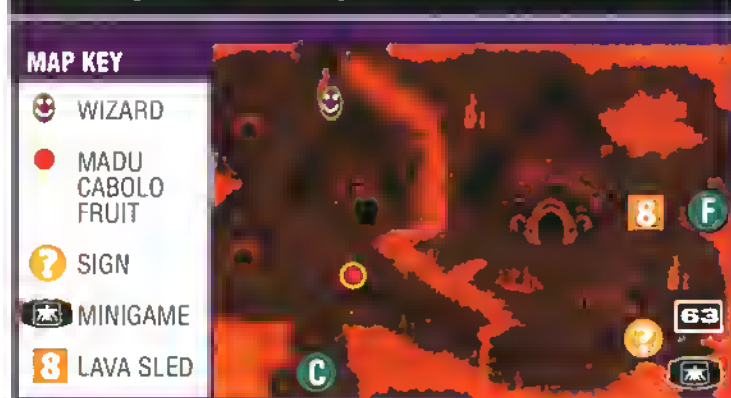


62 SLIP 'N' SLIDE ACROSS THE LAVA



You can use the ice pick to cool lava and create slick bridges across the boiling rivers. Unfortunately, walking across a long pool can be tedious and time consuming. Later in the level, you will uncover a much faster method.

TAHU: VILLAGE



65 ANTIDOTE CURES ALL EVIL



Eliminate the charging Maha by throwing your discs from a safe distance. The Maha will attempt to ram you only if you encroach on its personal space. Once the Maha is down, collect the antidote and return it to the village.



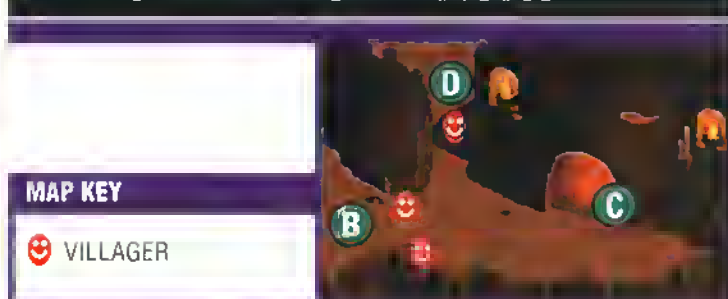
HUSI: Pesky mechanical birds, immune to artillery, swarm overhead as soon as you enter the volcanic region.

MAKE A RUN FOR IT



Weapons are useless in the first stage of Tahu, so don't bother picking any fights. Arm yourself with the ice pick, which will help you cross the lava. Run past the peril as fast as possible. The faster you move, the less damage you will sustain.

TAHU: VILLAGE ENTRY



63 EARN YOUR WAY INTO THE VILLAGE



Before gaining access to the town center, you must participate in a lava-board race. Head to the southeast corner of area C and enter the competition. Once you've given the race a try, return to town and get down to business.

64 REDUCING ROCK MONSTERS TO RUBBLE



The bulky Vatuka Beasts are strong enough to cause serious damage, but they're also slow and easy to destroy. Use your discs to flatten the monsters with a few swift flings. If you're in need of some health, Vatuka Beasts can be a good source of extra energy.

TAHU: ANTIDOTE



TAHU: FREE NOKAMA

MAP KEY

 VUATA MACA TREE FRUIT

 TURAGA NOKAMA

 CREATURES

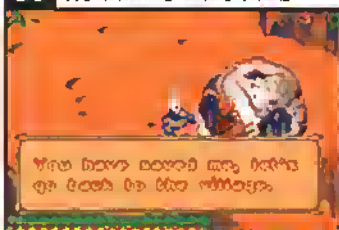


66 RUNNING OF THE RAMS



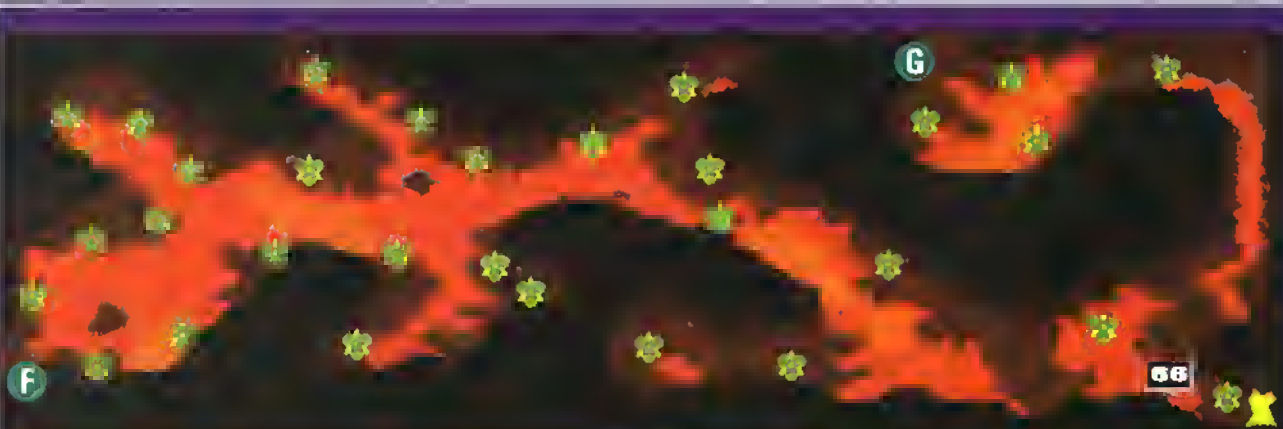
You'll find Nokama trapped in a cage, which is guarded by four tough Maha. Lined up in a row, the rams look fiercer than the Baltimore Ravens' defensive line. But instead of charging, they will run away from you. Chase after them, jumping over lava along the way.

67 NOKAMA'S WILD RIDE



After taking down the rams, you'll receive a key to the cage. Use the key to free Nokama and return to the village. You will be informed that the town's generator needs immediate repair work. Find the lava board and use it to zip across the lengthy lava river.

TAHU: TOA STONE



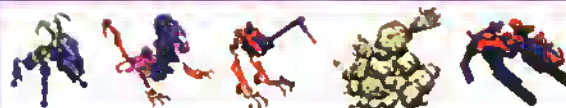
MAP KEY

 VUATA MACA TREE FRUIT

 VUATA MACA TREE CRYSTAL



CREATURES



68 DOCK BRIEFLY AND GRAB THE CRYSTAL



As you fly across the lava on your new toy, you'll likely cruise right past the Tree Crystal in the southeast corner. Jump off the lava board and collect the crystal. Walk up the narrow path along the river. From there, you can make it out of the area on foot.

69 HEAVE, HO! THERE'S NO TIME TO LOSE



Cool the lava with the ice pick and push the three rocks into the center of the cavern. Place one boulder on each button to reveal the crystal.

TAHU: VILLAGE ENTRY

MAP KEY

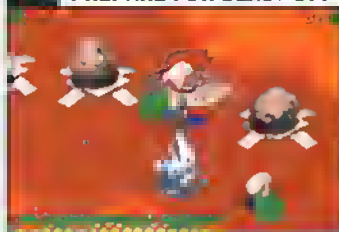
 TOA STONE

 VUATA MACA TREE FRUIT

 VUATA MACA TREE CRYSTALL



70 PREPARE FOR BLAST OFF



After pushing the bullions and exposing the crystal, pick up a rock and toss it in the geyser. Step back as the rock soars high into the air and crashes down on the crystal. From that point on, you're at the mercy of the volcano.

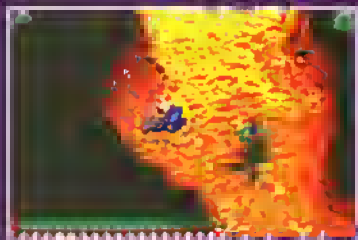
HAPPY LANDING

Stuck in the midst of an exploding volcano, you must ride steadily down swift rapids without getting thrown overboard. At the end of the fast-moving lava torrent is an opening that will launch you safely back onto the island.



VOLO LUTU: The only way to escape the bursting volcano is to wait patiently and hook yourself to a fleeing bird.

ONE, ONE THOUSAND; TWO, ONE THOUSAND; THREE!



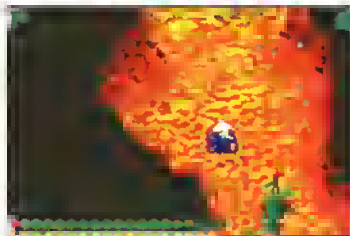
Birds will pass by at a consistent rate, giving you the opportunity to gauge their pace. After one bird leaves the screen, another one will fly across after three seconds. On the count of three, toss your Volo Lutu Launcher to hitch a ride.

HOLE IN THE GROUND



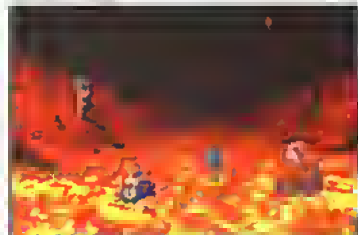
After smashing the crystal and restoring the generator, you will sense the pressure building and the massive volcano starting to detonate. The earth will crack and you will fall helplessly through a large opening, ending up on a streaming river of hot lava.

CATCH THE BUS OUT OF TOWN



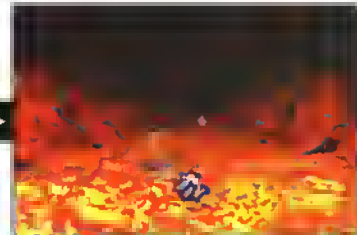
You've found six Toa Stones and you've saved every village on the island, but if you want to enjoy your victory, you'll have to make it out of the volcano alive. Snag a stork with the Volo Lutu Launcher and let it guide you down the stream and toward the exit.

HAHG TEH



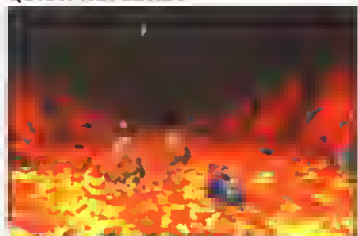
The ride down the river is fast and furious, and every time you get knocked off your board, you'll be carried upstream and forced to start from the beginning. Don't get frustrated if you fail a few times. Practice makes perfect, and you'll get plenty of it.

STEADY DOES IT



Rocks will jut from the surface, stalactites will fall from the ceiling and bursts of lava will jump from the river, but you can't let any of the barriers faze you. Don't move from side to side—stay in the middle of the river and anticipate obstacles.

QUICK REFLEXES



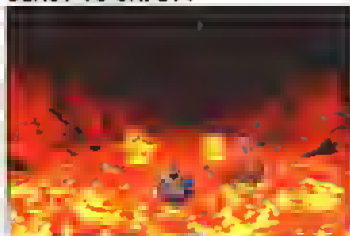
You may have a tendency to overcompensate when turning right or left. The best plan is to move your board as infrequently as possible. Objects will appear suddenly, and you'll be forced to make a quick cut to one side. Don't go too far on each move.

SPECIAL THANKS FROM THE TURAGA



After being discharged from the volcano and making a cushy landing in the sand, you will instantly be the new celebrity on the island. All the village leaders will surround you and thank you for finding the six coveted Toa Stones and saving each of their homelands.

BLAST TO SAFETY



A series of large lava bursts will light up the tunnel near the exit of the volcano. Don't be alarmed by the fireworks and don't ride your board directly into the fire. Stay centered on the river, head between bursts and blast out onto the island.

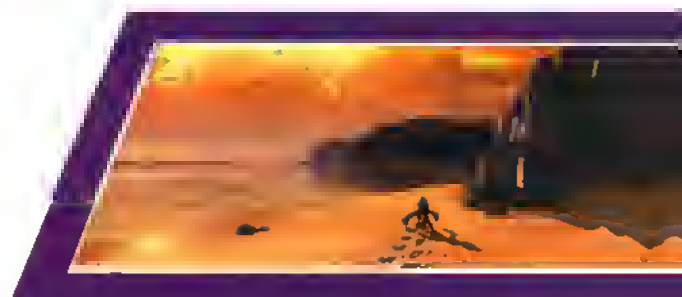
THE ELEMENTS RESTORED



You will be given the honor of placing the Toa Stones in their rightful home. Once you've placed all the stones in their proper places, the six heroic Toa warriors, who represent the natural elements, will return to the island and defeat the evil shadow, Makuta.

MORE FUN TO BE HAD

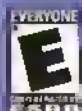
Your new LEGO hero may be walking off into the sunset, but that doesn't mean you have to pack the game away. All six of the fun minigames that you encountered during your adventure will be unlocked and accessible for you to play.



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GAME BOY ADVANCE



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ADVANCED KNOWLEDGE

STRATEGY, TIPS, CODES AND TRICKS FOR THE GAME BOY ADVANCE

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- CHUCHU ROCKET!
- EARTHWORM JIM
- FIRE PRO WRESTLING
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- GT ADVANCE
- IRIDIUM 30
- KONAMI KRAZY RACERS
- PINOBBE: WINGS OF ADVENTURE
- PITFALL: THE MAYAN ADVENTURE
- RAYMAN ADVANCE
- REAOY 2 RUMBLE BOXING: ROUND 2
- SUPER OOOGE BALL ADVANCE
- SUPER MARIO ADVANCE
- TONY HAWK'S PRO SKATER 2

Welcome to a new regular column in Nintendo Power Advance. With so many games out for the Game Boy Advance, we've selected some of the best strategies and codes

available for the games already released. We're excited to present some big tips for some big titles this issue, and there's much more to come in the future.

CASTLEVANIA: CIRCLE OF THE MOON

TIP

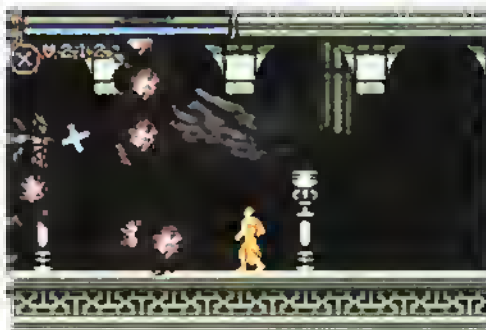
A DEVIL OF A TIME

One of the most difficult challenges in Castlevania: Circle of the Moon is fighting a lone monster in the Observation Tower. The Devil will unleash a bevy of brutal attacks that will leave you diving for cover. The best attacks against him involve familiars that you can summon through the DSS cards. You can use them at any time, and although he'll continue to attack while you're

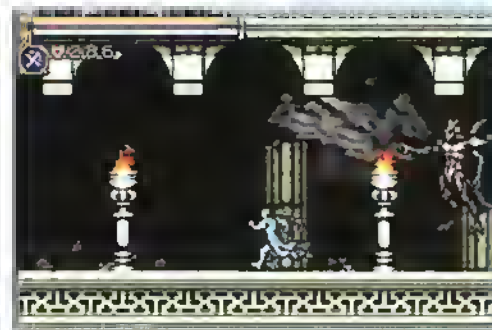
using the familiar, he'll be gone before he can inflict any serious damage on you. If you don't have the right combination of cards, you'll have to switch to a crafty hit-and-run method. Approach after one of his maneuvers and strike before he can begin the next, then quickly get out of the way. His tornado-like cloud doesn't reach as far as his other attacks, which means you have more time to rush in and counter. You could sneak past him, but because he's worth 10,000 EXP, it's well worth it to finish the job.



Using the familiars you create by combining the Uranus Action card with any of the Attribute cards is the fastest way to send the Devil back to... well, you know.



Projectile weapons, particularly the boomerang, work well against the Devil because they continue to inflict damage as you retreat.



If you don't have the right cards, the extra speed or damage other DSS combos offer will help in more hands-on methods of beating him.

BOMBERMAN TOURNAMENT

TIP

YOU DROPPED THE BOMB ON ME

In BT's Battle Mode, if all the blowing up is getting you down, we have some quick tips that should get you back on your little pink feet. Try throwing bombs onto the heads of your enemies—the bombs will knock the power-ups off them and leave them stunned long enough for a second attack. Also, use bombs in chains to force them to blow up early. If your enemies are waiting kitty-corner for a bomb that's about to explode, throw another in the next intersection to trigger the second one early.



If trying to outsmart your enemies isn't working, hit them over the head. That'll get their attention (and knock off their power-up).



Bombs will go off early if triggered by other bombs. It's a good way to hit enemies who think they're in the clear.

TIP

If you're thinking about creating some cool levels to go with your hip homemade characters, here are a few tips about how to make them fun to play. Symmetrically designed levels are very important because they eliminate the possibility of one player having an unfair advantage. Space out the Rockets evenly in each corner, and when laying down walls, make sure you

[illegible]

TIP

A little good advice has never hurt anybody, except maybe your opponent's team in Super Dodge Ball Advance. It's all about your lineup in this head-to-head battle, so choose your players wisely. Put your strongest attacking players along the edges, where they can do lots of damage and not get bumped out. Save center stage for burly defensive teammates, those who can take quite a licking and stay in the fray. While the positioning of the players is important, assume that they're all going to get hit and plan accordingly.



The players on the edge of the court can't be knocked off, so leave your strongest offensive players there and forget about their defense. Players should be equipped with the most devastating special attacks, such as the Meteor Shot, which is nearly impossible to avoid.

CODE

Does Pitfall have you stuck like a gator in quicksand? Try this code on the title screen: Press L, Select, A, Select, R, A, L, Select. The level name will appear at the top of the screen. Hold Select and choose a level with L and R.



place them the same way for each color Rocket. (You can always turn your GBA upside-down to see whether the board looks the same from all angles.) Once you've got the basics down, try moving the Rockets around. They determine the whole layout of your level. Also, avoid placing pits until you're comfortable with level creation, as they can be difficult to use effectively.

CODE

The two best qualities of Earthworm Jim are its lowbrow humor and widely varying levels. You can experience both of them any time you want without actually playing through the game. At any time during a level, press Start to pause the game. After you enter one of the codes, you will see the "groovy" screen as if you'd beaten the level and be taken to that stage.

LEVEL	HOW TO GET THERE
WHAT THE HECK?	SELECT, R, B, DOWN, L AND B
DOWN THE TUBES	UP, L, DOWN, A, R, AND A
SNOT A PROBLEM	R, UP, SELECT, L, R AND LEFT
LEVEL 5	R, L, A, B, B, A, L, AND R
FOR PETE'S SAKE	RIGHT, LEFT, R, L, A AND R
BUTTVILLE	L, A, UP, R, A, R, A AND SELECT



You can always jump to Buttsville to find out what exactly happened to that cow you launched at the beginning.

TONY HAWK'S PRO SKATER 2

TIP

HAVING TO GO MANUAL

As you progress into the later levels of THPS2, manuals become extremely important in completing the score objectives. Perform a manual as you complete one trick by pressing Up then Down, or Down then Up, and balance the move until you begin the next trick. A huge modifier will boost the combined totals of the first trick, the second trick and the manual connecting them. It is possible to continue the method over multiple ramps, but balancing



Press Up or Down opposite the direction of the indicator to maintain balance.



Perform a manual just before landing a trick to combo them together.



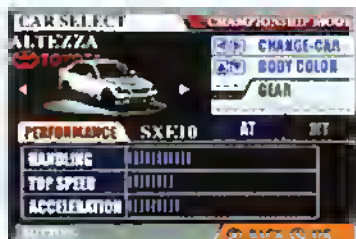
Manuals can tie together two huge tricks for huge point modifiers—a necessity for higher levels.

GT ADVANCE

CODE

FINDING THE KEYS TO SUCCESS

Taking first place in all the courses is brutally difficult, particularly when you can't find the best car for the kind of track you're racing. If you're in the market for a little extra horsepower or some extra handling on those rough roads, press and hold L and R at the title screen, then press diagonally Up/Left and B to unlock all cars except the cart racers and the Formula 1 cars. A chime will let you know you've entered the code correctly. To unlock the other two, you're going to have to finish in first place in all the races. To unlock all the tune-ups, hold L and R, then press diagonally Down/Right and B. Remember that you still need to activate them every time you switch vehicles. With a little practice, that should be enough to carry you through the most difficult courses.



On dirt roads, a car with extra handling will come in handy. Most of the cars available earlier specialize in top speed and acceleration.

KONAMI KRAZY RACERS

TIP

ONCE, TWICE, THREE TIMES A MISSILE

It's difficult to see what the shop is for in Konami Krazy Racers when all the items it offers are available during races. The shop allows you to extend how many times an item will work when you pick it up on the course. For example, when you get a Red Missile during a race, you can use it only once. If you buy a Red Missile in the store, you will be able to fire each Red Missile you find twice. Of course, you may pick up the item again in the same race and use it additional times. You can do it twice per item, but buyers beware: You may buy improvements for only three items, so choose them wisely. You may decide to replace one of the items you've purchased later on. If so, remember to keep collecting coins even after your power-ups are full. The power bar at the top of the screen shows how many times you may use the active power-up.



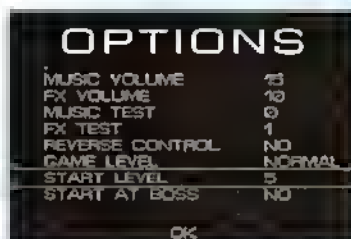
You can use an item up to three times if you've purchased it in the store. The bar at the top will show you how many times you have left to use the item.

IRIDION 3D

CODE

WARP SPEED AHEAD

With tough bosses and sparse power-ups, you might be tempted to take a quick peek into the future. The code will not only allow you to skip levels, it works as the sound test menu as well. On the password screen enter *S3L3CT0N* (including asterisks) as the name, then exit the screen. Go back into the same place and enter *SHOWTIM3* to access the level select screen.



F-ZERO MAXIMUM VELOCITY

TIP

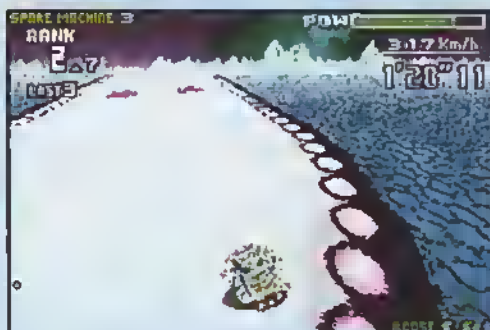
SLIP SLIDING AWAY

Solid, nearly exaggerated fundamentals are the key to navigating the icy courses in F-ZERO successfully. Drive across ice as if you were on a normal surface, but brake far more often and tap the gas very slowly to keep only a minimum of momentum. The other cars are subject to the same conditions, so they have to slow down as much as you do. Give your opponents a wide berth in the

corners, as well, to avoid contact. It's better to get through the corner safely and smoothly than to risk slipping into the wall. There is an exception: If you are reasonably sure that you can make it to the recharge area without taking further damage, slide into the backside wall of an icy corner to get a big rebound down the last stretch. It's dangerous and difficult, but it could give you that last-lap boost you need to get back into the top spot.



Tap the gas slowly through icy corners to avoid taking damage.



Be sure to hit the wall in the right place, or you could risk bouncing back the way you came.



PINOBBEE: WINGS OF ADVENTURE

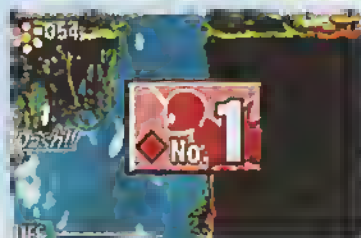
TIP

ADDING JUST A DASH

You would think that with a melon like Pinobee's, he'd come up with a better way of attacking than simply slamming his head into his enemies. Alas, that's not the case, so Dash Upgrades become very valuable in attacking and exploring levels. There are two ways of getting Dash Upgrades. On levels 3, 5, 9 and 15, find the White Fairy, who will add one Dash to your total. She's a little short tempered, so be sure not to attack her or she will fly off without giving you the upgrade. If you miss finding her or accidentally attack her, don't worry. Come back to the same level after completing it—she'll be in the same place. The other way to add to your Dash total is to collect all of the #1 Pink items—each worth one extra Dash. It's difficult, as the cards are (for the most part) random. To make the cards you need appear more frequently, complete as many tasks as possible on the previous levels, which includes finding all of the golden enemies and collecting all of the flowers.



The White Fairy is a bit temperamental, so go easy when you're around her. She'll help you out on four separate occasions during the game.



Be very thorough on each level to improve the odds of finding that last #1 Pink Card you're looking for. It will add only one Dash, but every little bit helps.

READY 2 RUMBLE 2

CODE

PLAYING POPSTAR PUGILISTS

Two of the best musicians of the past 20 years make cameos in Ready 2 Rumble 2. Okay, so maybe Shaq Diesel was no Thriller, but now Shaquille O'Neal and Michael Jackson can share the stage with a couple of cool codes. Another code will unlock the oversized brute Rumbleman, weighing in at 510 lbs. with a 120-inch reach. Enter the following codes on the mode select screen to make the new boxers available.

CHEAT

PLAY AS MICHAEL JACKSON

PLAY AS SHAQUILLE O'NEAL

PLAY AS RUMBLEMAN

HOW TO GET IT

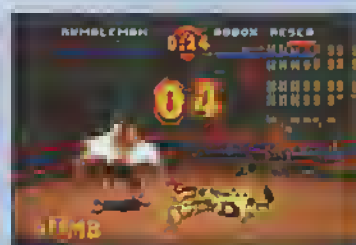
HIGHLIGHT ARCADE, THEN LEFT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, THEN L+R

HIGHLIGHT SURVIVAL, THEN LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, THEN L+R

HIGHLIGHT CHAMPIONSHIP, THEN LEFT, LEFT, RIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, THEN L+R



Despite all the rumors, boxing with a white sequined glove doesn't provide any serious advantage.



While not as popular as the other two, Rumbleman is probably the best pound for pound boxer in the game.

SUPER MARIO ADVANCE

TIP

OUT OF THIS WORLD

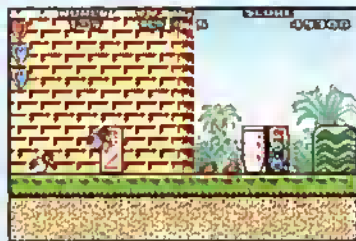
A few short warps can get you a long way in Super Mario Advance. Luigi's superior jumping ability makes him the brother of choice for the following four warp levels.

WORLD 1-3 TO WORLD 4-1

From the start, head right until just before the brick building. Pull up the first plant on the bottom to find a Potion. Carry the Potion to the right and drop it next to the jar at the end of the level. Enter the door and jump onto the jar in Subspace. Press down into the jar to warp.



Knock the enemies off the platform first so they don't hit you while you're pulling up the Potion.



Drop the Potion to the right of the jar to avoid being hit by enemies.

WORLD 4-2 TO WORLD 6-1

Go up the vine at the start. Continue right and enter the door on the cloud. Cross over the whales to the right until you reach the highest of three snowcapped pillars. Pull the right plant to find the Potion. Drop the Potion next to the jar farther to the right and enter the door.



After getting the Potion, carefully head right. Pay particular attention to the whales' spouts.



Go across the top of the icy platform and drop down on the whale on the far side for a shorter jump to the jar.

WORLD 3-1 TO WORLD 5-1

Begin by entering the first door. Drop down the waterfall and fall for several screens. Land on the island in the center of the waterfall and enter the door. Pull up the tenth plant for the Potion. Drop the Potion next to the jar to your right. Enter the door and jump into the jar.



The island at the bottom is pretty small, so stay toward the middle of the waterfall while you're falling.



The jar that will take you to World 5-1 is just past the row of plants.

WORLD 5-3 TO WORLD 7-1

To warp from World 5-3 to World 7-1, go right and up the ladder at the beginning of the level. Do a super jump to reach the platform with the jar. The warp can be tricky because of a tough jump that only Luigi can make naturally. If you use another character, hop on an Albatoss that can take you to the platform with the jar on it. The Potion is to the right of the jar. Drop the potion next to the jar and enter Subspace.



Luigi is by far the best player for the task. He can get up to the Potion and jar without assistance.



If you use somebody else, hitch a ride on an Albatoss flying overhead, but look out for the Bob-ombs they drop.

FIRE PRO WRESTLING

CODE

OUT OF THIS WORLD

One of the big features of Fire Pro Wrestling is the number of wrestlers the player can choose from, but unfortunately, only a few of them are available at the beginning of the game. If you want to check all of them out without battling through the tournaments, try this code: On the main menu, select Edit, then Edit Wrestler. Choose the Name Entry option. Enter ALL as the nickname, which is the first line on the Name Entry screen. Cycle through the entry blanks using L and R. Set STYLE as the first name and CLEAR as the last name. After that, set Exchange to OFF and the middle initial to Space (the square). When you're done, press Start then B until you're back at the title screen. All the wrestlers will be unlocked.



RAYMAN ADVANCE

CODE

STAYIN' ALIVE

Rayman Advance is not only one of the most visually stunning games for the Game Boy Advance, it's also one of the most challenging. To ease the stress of using one of your continues after all your lives are gone, at the Continue screen press Up, Down then Right, then hold Left and press Start to resume your game without wasting one of your continues. If that isn't enough to help you through the most difficult parts of the game, at any point pause the game and press Left, Right, Down, Right, Left and R to give yourself 99 lives. If after all of that you still feel vulnerable, pause the game and press L, Down, Left, Up, Down and R to replenish your health.



Be sure to keep holding Left when pressing Start. If you don't, a continue will be removed from your total.

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GAME BOY ADVANCE



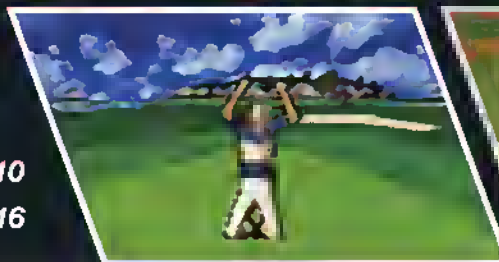
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SPORTS ARENA

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ESPN FINAL ROUND GOLF 2002... 110

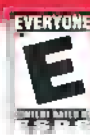
HIGH HEAT MLB 2002 116



ESPN FINAL ROUND GOLF 2002

GENRE: SPORTS PLAYERS: 1 TO 4 RELEASE: SEPTEMBER 2001

Konami's ESPN Final Round Golf 2002 brings fun, realistic-looking golfing excitement to the GBA. The game includes six 18-hole courses, four modes of play and a variety of multiplayer matchups. Grab your bag and head out to the links.



FOUR WAYS TO SPOIL A GOOD WALK

TOURNAMENT

Play solo against a field of electronic competitors. You'll start on the Pacific Country Club and open other courses as you earn cash for top finishes. The better you place, the more money you'll win.

STROKE

Up to four golfers, human or computer controlled, face off to see who can get around with the fewest total number of strokes. The mode offers great multiplayer potential with only one GBA.

MATCH PLAY

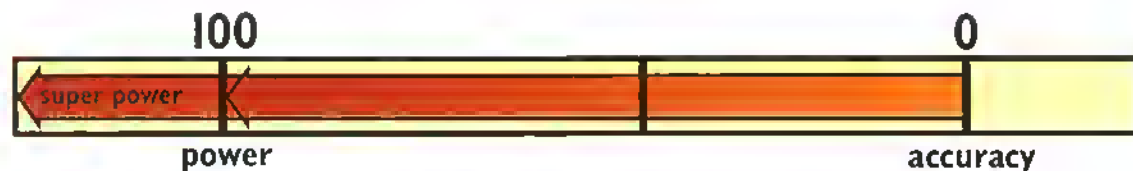
Rather than trying to complete a round with the fewest strokes, you'll play for holes. The player with the lowest score on each hole takes that hole. The player with the most holes wins the round.

PRACTICE

Play a low-key round in which you'll have the option to retake each shot or even replay entire holes. It's a great way to try out various shots or to get comfortable with different golfers.

THE METER IS YOUR FRIEND

Press the A Button to start your shot. Press A again when the cursor gets close to the power line to set your distance. The cursor will then head back toward the accuracy line. Press A a third time to set your accuracy. Hitting both lines on the meter results in some "nice shot!" fireworks.

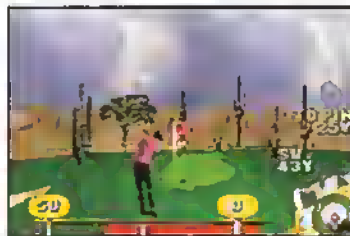


BE STRONG...



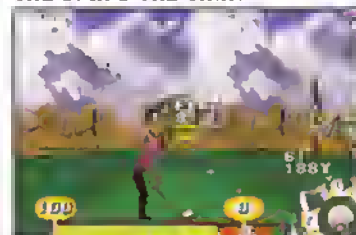
For extra distance, hold A longer when you reach 100 to get over 100% power. This "super power" is useful on drives with clear, long fairways. Careful, though—super power makes aiming more difficult.

AND PRECISE



Accuracy is as important as power. If you hit A exactly when the cursor gets to 0, your shot will go where you aimed. Deadeye accuracy on an approach shot will often result in an ever-so-satisfying chip into the cup.

THE SPIN'S THE THING



Hold Down while the cursor is moving to put backspin on the ball, making it bite on the green. Press Up to give your shot loft, helping it clear trees. Press Left to bend your shot to the right; press Right to send it left.

YOU ARE TIGER WOODS!

The number in parentheses is the number of strokes in which you should realistically be able to complete each hole. Arrows indicate where on that hole to hit drives and approaches (putts aren't shown). All advice is intended for Wille and may need to be modified for other golfers, depending on their abilities. Also, you may need to modify the following advice according to the weather conditions. Compensate for wind speed and direction.



NINTENDO POWER ADVANCE

nintendo.com

PACIFIC COUNTRY CLUB

6,840 YARDS

HOLE 1 - 368 YARDS - PAR4 (3)

Super power your drive, then hit your approach with 75% power and plenty of backspin to set up an easy putt.

HOLE 2 - 520 YARDS - PAR5 (3)

Crank your drive. Be careful not to hit a tree on your second shot. Play it safe and aim to the right of the hole.

HOLE 3 - 232 YARDS - PAR3 (2)

Use 75% power with plenty of backspin on your first shot to get the ball onto the green and keep it there.

HOLE 4 - 424 YARDS - PAR4 (3)

Use about 90% power with backspin on your first shot. Use 75% power on the second shot for an easy putt.

HOLE 5 - 416 YARDS - PAR4 (3)

Super power was invented for holes like this. A solid second shot at 80% power should set you up for a birdie.

HOLE 6 - 352 YARDS - PAR4 (3)

Resist the urge to super power your drive unless you've got a monster tailwind—or it's bunker city.

HOLE 7 - 168 YARDS - PAR3 (2)

A precise first shot will clear the bunker and stay on the green. Use 80-85% power to set up a par putt.

HOLE 8 - 384 YARDS - PAR4 (3)

Is it déjà vu? Nope, just another par-4 dogleg to the right. Ease off on your drive and play up on your approach.

HOLE 9 - 488 YARDS - PAR5 (3)

Two strong, regular shots at 100% power should get you on the green. A super-power tee shot may get wet.

HOLE 10 - 376 YARDS - PAR4 (2)

If the wind gods are smiling upon you, you'll be able to super power your tee shot onto the green.

JUST PUTTERING AROUND



Hit the ball harder than required—strong putts usually drop, whereas short putts tend to perch frustratingly on the lip of the cup.

HOLE 11 - 440 YARDS - PAR4 (3)

Watch out for the trees to the right of the fairway. Clear them with your tee shot, even if you end up in the rough.

HOLE 12 - 216 YARDS - PAR3 (2)

Use 80% power with backspin. Hitting the ball too long or too short will leave you stuck in a hazard.

HOLE 13 - 440 YARDS - PAR4 (3)

A powered-up tee shot will clear the trees to the right. Your approach is uphill, so use 100% power.

HOLE 14 - 480 YARDS - PAR5 (3)

Unload on your tee shot and muscle your second shot up onto the green to set up an eagle putt.

HOLE 15 - 424 YARDS - PAR4 (3)

Clear the trees and try to keep your drive on the fairway. After that, it's standard par-4 hole fare.

HOLE 16 - 232 YARDS - PAR3 (2)

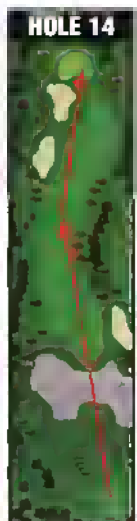
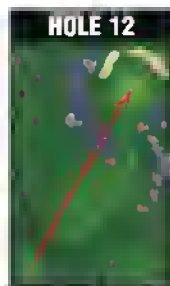
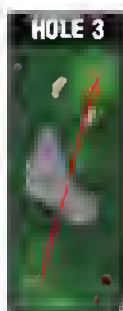
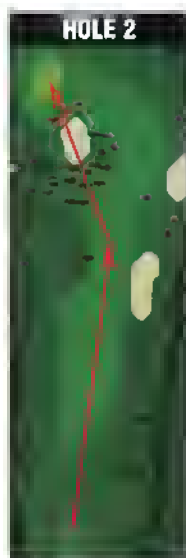
Use super power to get onto the green. It's just that easy (aside from the pond and several sand traps).

HOLE 17 - 392 YARDS - PAR4 (3)

Use 75% power on your drive to stay on the fairway. Use 85% power on the approach to set up a putt.

HOLE 18 - 488 YARDS - PAR5 (4)

Use super power on your first and second shots. Backspin will help keep your approach on the green.



SEASIDE GOLF COURSE

6,920 YARDS

HOLE 1 - 192 YARDS - PAR3 (2)

As with most par-3 holes, the first shot is key. Use 85% power and backspin to set up an easy putt.

HOLE 2 - 424 YARDS - PAR4 (3)

Super power may leave you in the rough. A drive at 100% power sets up a similarly weighted approach.

HOLE 3 - 448 YARDS - PAR4 (3)

Water? No problem. Super power sets up an easy approach. Use 75% power and backspin and you're gold.

HOLE 4 - 232 YARDS - PAR3 (2)

Using 100% power shoots you past the green. Ease off according to the wind but be sure to clear the water.

HOLE 5 - 488 YARDS - PAR5 (4)

A super-power drive sets up a tough approach at a narrow target. Use 80% power to roll onto the green.

HOLE 6 - 384 YARDS - PAR4 (3)

Use 90% power to keep your tee shot out of the bunker. Using 95% power on the second shot is just right.

HOLE 7 - 376 YARDS - PAR4 (2)

Go with the computer's aim and maximum super power on your drive. You'll be glad you did.

HOLE 8 - 432 YARDS - PAR4 (3)

Once again, go with the computer's aim and crank your drive. Use 85% power to nail your approach.

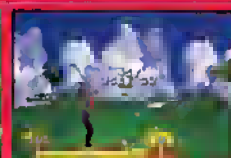
HOLE 9 - 552 YARDS - PAR5 (3)

A long, straight, hassle-free super-power drive sets up an easy approach and, with some luck, an eagle.

HOLE 10 - 392 YARDS - PAR4 (3)

A straight, 100%-power drive sets up a straight, 100%-power approach. Draining the putt banks an easy "3."

BLOW, WIND, BLOW!



Wind speed and direction will affect the distance and drift of your shots. Adjust all power suggestions according to wind conditions.

HOLE 11 - 352 YARDS - PAR4 (3)

Switch down to the 3-wood for your tee shot so you stay on the fairway. Use 100% power on the approach.

HOLE 12 - 392 YARDS - PAR4 (3)

Wind willing, a powered-up drive will reach the left-hand fairway. If it lands in the rough, power up the approach.

HOLE 13 - 440 YARDS - PAR4 (3)

Hit a powered-up tee shot over the left bunker. An 85%-power second shot sets up a birdie putt.

HOLE 14 - 192 YARDS - PAR3 (2)

This hole demands a precise tee shot. Use 95% power to send your ball over a bunker and onto the green.

HOLE 15 - 520 YARDS - PAR5 (3)

Max out your drive, then power up your approach to set up an eagle putt. The area around the hole is flat.

HOLE 16 - 216 YARDS - PAR3 (2)

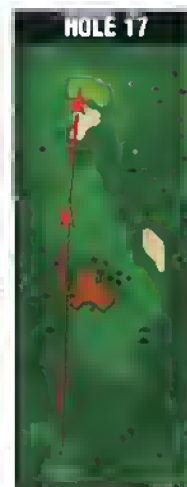
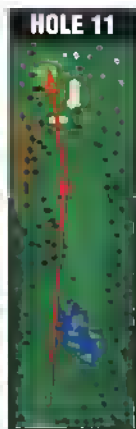
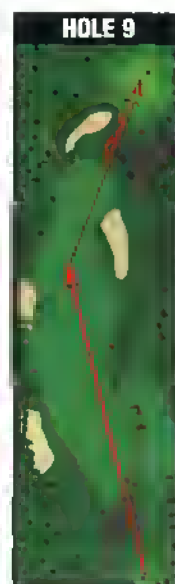
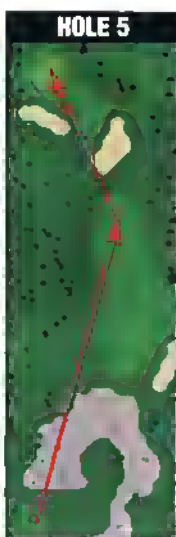
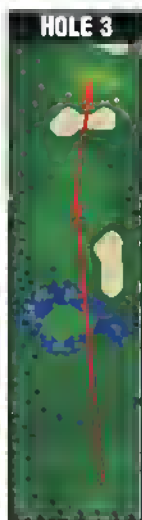
As with many par-3 holes, 90-95% power gets you over the hazards without sending you past the green.

HOLE 17 - 400 YARDS - PAR4 (3)

A powered-up drive sets up a standard second shot. Use plenty of backspin to keep the ball on the green.

HOLE 18 - 488 YARDS - PAR5 (3)

Use a maxed-out drive to clear the water. Using 100% power on your approach sets up an easy eagle.



NORTH HILL GOLF CLUB

6,760 YARDS

HOLE 1 - 352 YARDS - PAR4 (3)

You're not Superman and if you super power your drive, you'll come away looking like Aquaman. Go right.

HOLE 2 - 376 YARDS - PAR4 (3)

Use 100% power off the tee to keep the ball on the fairway and set up an easy approach onto a tricky green.

HOLE 3 - 416 YARDS - PAR4 (3)

If you have a tailwind, a maxed-out drive may prove too much of a good thing and leave you in the rough.

HOLE 4 - 176 YARDS - PAR3 (2)

Using 80% power with backspin should help your ball "sit down" on the green of this typical par-3 hole.

HOLE 5 - 400 YARDS - PAR4 (3)

Avoid the hazards with a maxed-out drive. Use backspin to keep your approach on the putting surface.

HOLE 6 - 488 YARDS - PAR5 (3)

Unless you've got a tailwind, a powered-up drive spells R-O-U-G-H. Use an 80% approach to set the table.

HOLE 7 - 368 YARDS - PAR4 (3)

Trust the computer's aim and super-power it onto the green for a shot at an eagle or play it safe on the fairway.

HOLE 8 - 232 YARDS - PAR3 (2)

This is the most straightforward par-3 hole you will encounter. Hit the ball at 100% power and hit it straight.

HOLE 9 - 488 YARDS - PAR5 (3)

Crack your drive, but take it easy on the second shot. Use 90% power to clear the water and reach the green.

HOLE 10 - 368 YARDS - PAR4 (3)

Use a 100%-power drive. If there's a headwind, consider super power or a longer club for the approach.

HAZARDS OF THE GAME



Use additional power for shots out of the rough. Landing in the water adds a stroke to your score. Try to drive over and around trees.

HOLE 11 - 392 YARDS - PAR4 (3)

Super power, but don't max out, your tee shot to the little patch of fairway on the right. Shoot for 108% power.

HOLE 12 - 384 YARDS - PAR4 (3)

A 100%-power drive sets up a tricky approach. Use 85-90% power to clear the bunker and set up a putt.

HOLE 13 - 176 YARDS - PAR3 (2)

Either use light super power (103-105%) or go to the 5-iron to drive your tee shot onto the green.

HOLE 14 - 552 YARDS - PAR5 (3)

Aim your powered-up drive to the left of the two trees. Land your approach on the flat right side of the green.

HOLE 15 - 416 YARDS - PAR4 (3)

A super-power drive leaves an easy iron shot onto the undulating, kidney-shaped green. Bank the tree.

HOLE 16 - 440 YARDS - PAR4 (3)

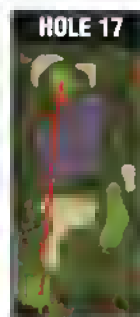
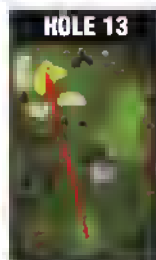
Like the previous hole, this one is birdie fodder. Super power your drive and land a 75%-power approach.

HOLE 17 - 232 YARDS - PAR3 (2)

Drive with just a hair over 75% power so you clear the water. Hitting it any harder will bounce you off the green.

HOLE 18 - 504 YARDS - PAR5 (4)

A powered-up drive sets up an easy approach. An eagle makes up for the par or bogey you took on hole 17.



EVERGREEN COUNTRY CLUB

6,984 YARDS

HOLE 1 - 440 YARDS - PAR4 (3)

Line up your super-power tee shot with the middle-left of the visible part of the fairway. The rest is easy.

HOLE 2 - 176 YARDS - PAR3 (2)

Aim slightly to the right of the pin with about 90% power. Line up your putt carefully—the green can be tricky.

HOLE 3 - 488 YARDS - PAR5 (3)

Keep your powered-up drive on the left side of the fairway to increase your odds of avoiding the rough.

HOLE 4 - 440 YARDS - PAR4 (3)

Keeping your drive out of the water and hitting an approach with backspin card a near automatic birdie.

HOLE 5 - 384 YARDS - PAR4 (3)

Even with a 5-MPH tailwind, it's really tough to hit the green with your drive. Play it safe, unless it's really blowing.

HOLE 6 - 520 YARDS - PAR5 (3)

Crank your tee shot, then shoot for the pin. If you catch a lucky break, you might card an albatross.

HOLE 7 - 400 YARDS - PAR4 (3)

Drive along the right of the fairway to stay out of the water. Use backspin to keep your approach on the green.

HOLE 8 - 232 YARDS - PAR3 (2)

Pay attention to the wind when gauging your power—somewhere in the ballpark of 85% should set the table.

HOLE 9 - 392 YARDS - PAR4 (3)

A strong tailwind may carry a powered-up drive near the green. In other conditions, hit the near fairway.

HOLE 10 - 424 YARDS - PAR4 (3)

A 100%-power drive keeps you on the fairway. Use 85% power on your second shot to set up a birdie putt.

NO SWIMMING



Hitting a shot into the water results in a one-stroke penalty. Be sure to clear all water hazards, especially on tricky par-3 holes.

HOLE 11 - 448 YARDS - PAR4 (3)

In the absence of a headwind, trust the computer's initial aim and hit a super-powered drive over the water.

HOLE 12 - 216 YARDS - PAR3 (2)

Backspin and 80% power should leave you with a chance for birdie, although the green can be tricky.

HOLE 13 - 488 YARDS - PAR5 (3)

Aim your powered-up drive to the right side of the visible fairway to clear the water with yards to spare.

HOLE 14 - 384 YARDS - PAR4 (3)

A souped-up drive will clear the trees on the right side of the fairway. Aim in front of the sharp bend on the left.

HOLE 15 - 192 YARDS - PAR3 (2)

Use about 80% power to drive onto the green. Anything less and you'll need to consult the pink box above!

HOLE 16 - 376 YARDS - PAR4 (3)

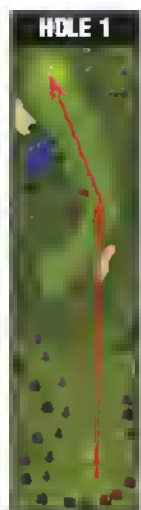
Sneak your powered-up tee shot between the forest on the left and the two trees in the middle of the fairway.

HOLE 17 - 432 YARDS - PAR4 (3)

Like the last hole, this one requires you to thread the needle with your drive. Trust the computer's aim.

HOLE 18 - 552 YARDS - PAR5 (3)

Keep your super-power drive to the right. A massive green nearly ensures that you'll get a crack at an eagle.



DESERT VALLEY

6,928 YARDS

HOLE 1 - 368 YARDS - PAR4 (3)

Ease off on your tee shot to stay on the fairway. Use backspin when shooting for the microscopic green.

HOLE 2 - 488 YARDS - PAR5 (3)

A super-power drive is likely to leave you wandering in the desert. Hit the large green with your approach.

HOLE 3 - 376 YARDS - PAR4 (3)

Here's another hole that requires you to ease off on your drive. Trust the computer's aim and use 95% power.

HOLE 4 - 176 YARDS - PAR3 (2)

Hit the ball too soft and you're short. Hit it too hard and you're long. Go for the left side of the green.

HOLE 5 - 416 YARDS - PAR4 (3)

A long, straight super-power tee shot sets up an easy approach. The green is forgiving, so go for the pin.

HOLE 6 - 392 YARDS - PAR4 (3)

This one requires a leap of faith. Trust the computer's aim and shoot for the green (unless there's a headwind).

HOLE 7 - 192 YARDS - PAR3 (3)

This hole is all bark and no bite. The hazards are avoidable and the green is forgiving. Err on the side of length.

HOLE 8 - 440 YARDS - PAR4 (3)

Use moderate super power (108%) to clear the woods and stay on the fairway. Go easy on the approach.

HOLE 9 - 520 YARDS - PAR5 (4)

Two maxed-out shots will get you on (or at least near) the green. This hard par-5 hole is no automatic eagle.

HOLE 10 - 400 YARDS - PAR4 (4)

A maxed-out drive will clear the trees if you stay near the middle of the fairway. Watch for cacti on the approach.



ROYAL MIRAGE

Unlock this secret, cosmic course by racking up dollars with top finishes. It's only playable in Match and Stroke Modes.



HOLE 11 - 552 YARDS - PAR5 (3)

Crank your drive down the middle and max out your approach—it may be your best chance at an albatross.

HOLE 12 - 232 YARDS - PAR3 (3)

Don't use super power. Use 100% power and aim for the closest corner of the green. A birdie here is tough.

HOLE 13 - 384 YARDS - PAR4 (3)

Use super power on your tee shot, then 90% power on your approach. Backspin keeps you on the green.

HOLE 14 - 432 YARDS - PAR4 (3)

Air out your tee shot. Use 95% power on your approach to assure that you clear the bunker and putt for birdie.

HOLE 15 - 440 YARDS - PAR4 (3)

Run your maxed-out drive down the left side of the fairway. Use 85% power and backspin on the approach.

HOLE 16 - 232 YARDS - PAR3 (3)

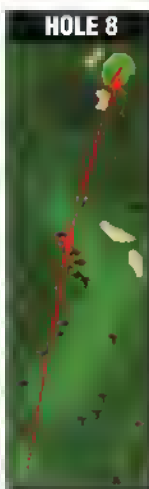
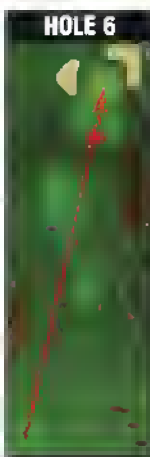
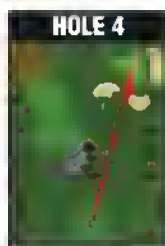
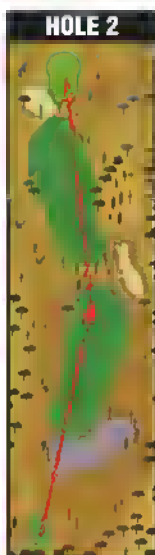
It's nearly impossible to get your ball to stop on the green. Use at least 75% power so you clear the water.

HOLE 17 - 384 YARDS - PAR4 (3)

Ease off on your drive to stop short of the bunker and stay on the fairway. Work the backspin on the approach.

HOLE 18 - 504 YARDS - PAR5 (3)

Max out your drive and use 90% power on your approach. An eagle is a nice way to finish out the round.

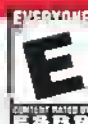




HIGH HEAT MLB 2002

GENRE: SPORTS PLAYERS: 1 TO 4 RELEASE: SEPTEMBER 2001

3DO's High Heat Major League Baseball 2002 is the first baseball game for Game Boy Advance. It features all 30 big-league teams and allows gamers to control their favorite sluggers and hurlers in five different modes.



FOUR BASES, FIVE MODES

EXHIBITION



Exhibition Mode matches up two teams for one game. Any two teams can square off. It lets you practice your skills and try out different players.

SEASON



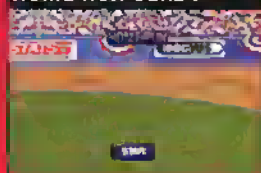
Season Mode allows you to manage your favorite team for a 16-, 81- or 162-game season. You'll play home and away games and engage in Interleague play.

PLAYOFFS



Playoffs Mode lets you cut right to the chase. Play two playoff series in your own league before taking on the opposing league's best team in the World Series.

NONE RUN DERBY



Play as Sosa, McGwire, Bonds or any other big-league slugger as you get 20 chances to go yard. The longer the dinger, the higher your score.

PRACTICE

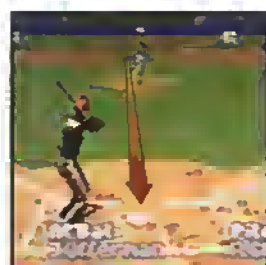


Take batting practice in Practice Mode. Choose your batter then arm the BP hurler with a range of pitches. Set the pop of his heater and the potential locations of his pitches.

THE ART OF PITCHING

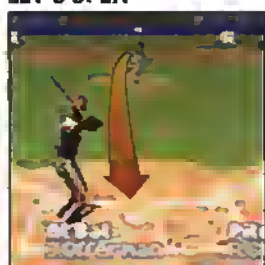
In Exhibition, Season and Playoffs Modes, you'll not only hit but also pitch to opposing batters. Each pitcher has his own battery of pitches, and you'll want to mix up your pitch selection as well as the location of your pitches to keep hitters off balance. As in real baseball, your hurlers will tire after they've been in the game a while. To avoid walking the opposition or serving up a fat pitch over the center of the plate, change your pitcher once he shows signs of losing his control.

BRINGIN' THE HEAT



As good as your pitcher's fastball might be, avoid throwing it over the center of the plate. Move your fastball inside, outside, up and down in the strike zone. Mix it with other pitches to baffle hitters.

LET'S SPLIT



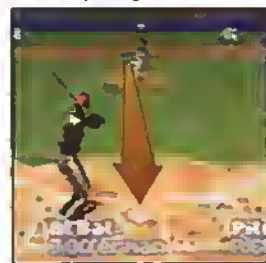
A split-finger fastball or "splitter" is a fast pitch that drops sharply in the strike zone. Set it up with a fastball when you need a strikeout or use it to induce a ground ball when you need a double play.

STAY IN THE ZONE



For a pitch to be a strike, it must cross (or come close to crossing) the plate between a batter's knees and chest. Before releasing a pitch, use the floating ball to set its location. Pay special attention to the shadow.

THE BIG EASY



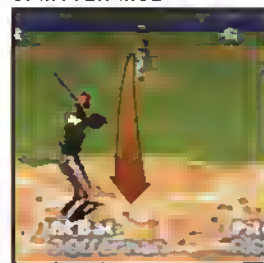
A changeup is a slow pitch that looks like a fastball. The change in speed confuses batters, so it's most effective after you've thrown a fast pitch. Since changeups are slow, "paint the corners" with them.

THROW THE DEUCE



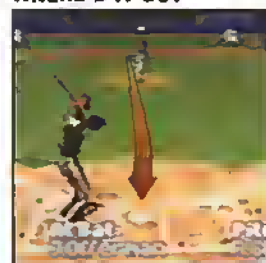
A curve is a slow pitch that bends horizontally in the air as it nears the batter. It is very effective when thrown on the corners or just off home plate. Since it's pretty slow, keep it down in the strike zone.

SPLITTER LITE



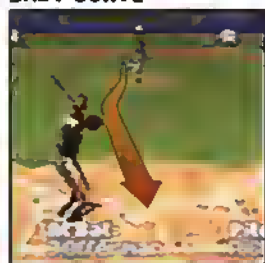
A forkball is like a slow splitter. It is very effective when mixed with faster pitches, so use it as you would a changeup. Its slow speed and downward break combine to confuse batters.

WHERE'D IT GO?



A sinker is a relatively fast pitch that dips at the end. For it to be most effective, try to throw it low in the strike zone. It's a good pitch for inducing ground balls, so go to it when you need a double play.

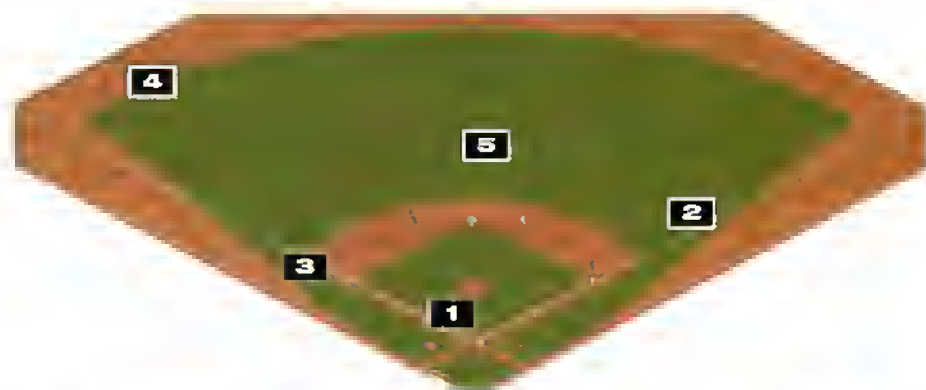
BABY CURVE



A slider is like a speedier, less dramatic curve ball. It's effective because it's relatively fast and also has some movement on it. Use it as you would a sinker or a split-finger fastball.

THE SCIENCE OF HITTING

No matter how good your pitching is, you're going to need some runs if you want to win ball games. Time your swings to keep the baseball in fair territory. When you get good, you'll be able to hit the ball to all parts of the field and swing for the fences when you need a homer.



1 TAKE ONE FOR THE TEAM



Try bunting when the game is close and you have men on base with fewer than two outs. The sacrifice advances the runners, but be aware that setting up to bunt takes longer than taking a regular, full swing.

2 UNFASHIONABLY LATE



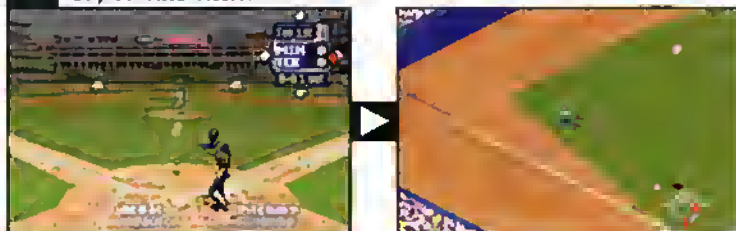
If you swing late, you'll often hit the ball to the opposite field or into foul territory. You'll generally do better if you pull the ball. (A right-handed batter is said to pull the ball when he hits it to the left side of the field. The opposite applies to lefties.) You're also more likely to send an outside pitch into the opposite field.

3 HOLD YOUR HORSES



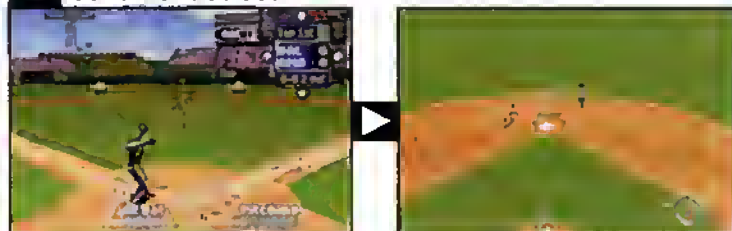
You'll often swing early if the opposing pitcher is throwing a lot of off-speed pitches, such as changeups, curves or forkballs. Swinging early will cause you to pull the ball foul, assuming that you hit it at all. If you see that a pitch is coming in slowly, wait an extra moment or two before taking a cut at it.

4 UP, UP AND AWAY



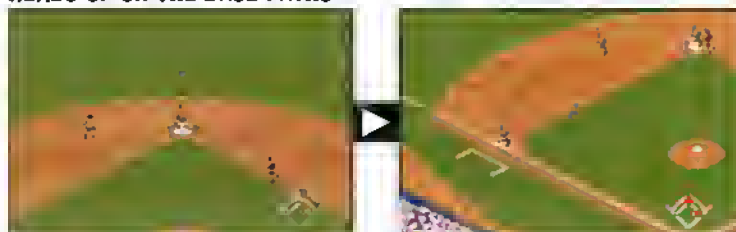
If you want to jack balls out of the yard like Luis Gonzalez, then you're going to have to take a bit of an uppercut. To send your hits skyward, hold Up on the Control Pad while pressing the A Button to swing. You won't hit every pitch out of the park, but your knocks will go farther. You'll also be more likely to pop out.

5 DOWN BUT NOT OUT



To make it more likely that you'll hit the ball on the ground or line it into the gap, press Down on the Control Pad while swinging. Using this technique will help you to avoid hitting a lazy fly ball into the neighborhood of an all-star outfielder. You can also use it to advance your base runners.

HEADS UP ON THE BASE PATHS



To make your baserunners move when your batter gets a hit, tap Up on the Control Pad. Be aware that your runners will stray during routine pop-ups. Press Down on the Control Pad to send them back to safety and to keep the opposing team from doubling you up.

BUY ME SOME PEANUTS . . .

High Heat Major League Baseball 2002 brings to GBA the realistic game play and action that has come to define the High Heat series. Whether you're in the mood for a quick nine innings or want to guide your favorite players through a full 162-game season, it'll have you whistling "Take Me out to the Ballgame" in no time.



YOUR POWER GUIDE TO THE LATEST GAME BOY ADVANCE RELEASES

BUYER'S GUIDE



MEGA MAN BATTLE NETWORK • NAMCO MUSEUM • JURASSIC PARK III: THE DNA FACTOR •
FINAL FIGHT ONE • FORTRESS • KLONOA: EMPIRE OF DREAMS • TANG TANG • LADY SIA •
SNOOD • LEGO ISLAND 2: THE BRICKSTER'S REVENGE • PAC-MAN COLLECTION •
BACKTRACK • F-14 TOMCAT • DRIVEN • JIMMY NEUTRON: BOY GENIUS

MEGA MAN BATTLE NETWORK

BOOT UP THE BLUE BOMBER TO BUST UP COMPUTER VIRUSES

GENRE: ACTION

PLAYERS: 1

GAME LINK: MULTI-PAK TRADING OPTION

RELEASE: OCTOBER 2001

PUBLISHER: CAPCOM

WEBSITE: CAPCOM.COM



In Mega Man Battle Network's suburban lullure, every kid has a "Personal Information Terminal," or PET. Lan's PET is Mega Man, and the school boy can hack into computers and other electronic devices to boot up the Blue Bomber.

The long-running Mega Man series has become synonymous with shoot-'em-up, run-and-jump platformer thrills, but the Blue Bomber's latest adventure takes him to an all-new world of action—cyberspace. Breaking the mold of Mega Man games, Capcom's Mega Man Battle Network features the varied arsenal of cool weapons and upgrades you'd expect, but everything else is new territory.

MMBN puts you in control of two characters in two settings. As school boy Lan, you'll explore a futuristic suburbia where everything is wired, and a criminal virus is threatening to take over the online community. When you encounter rivals or find infected terminals to hack into, you'll cross over into a virtual world where you'll battle as Mega Man.EXE, the cyber version of the Blue Bomber.

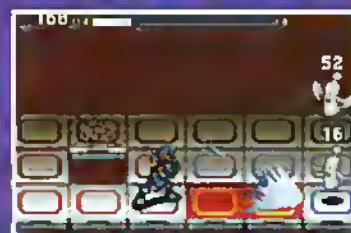
In both Lan's neighborhood and Mega Man's cyberspace world, you'll search for items that can help you navigate the mazelike locations and you'll chat up characters to uncover info on the virus outbreak. If trouble pops up, you'll settle things as Mega Man in a cyberspace showdown set on a battle grid.

While the battles are modeled after RPG-style fights, you won't take turns making your moves. Instead, you'll combat in real time, so you can plug away at baddies with your blaster and run to an unoccupied space on the grid to dodge attacks. As time ticks by in battle, your energy meter fills up, enabling you to use one of your special items or weapons from your battle menu.

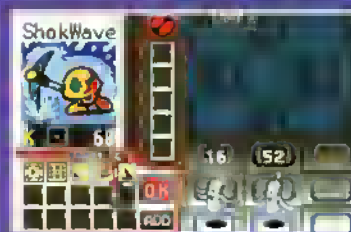
Collectible Battle Chips contain data for your upgrades and arsenal. You can link up and trade over 175 chips with friends, and the fun format makes Battle Network an adventure worth logging onto.



When you enter cyberspace, you'll play as Mega Man. Viruses lurk throughout the virtual world, and if you encounter any, you'll battle them on a grid. You must stay on your half of the playing field. Use special items to change or remove spaces on the game board.



Battles take place in real time, so the action is never stop-and-go. Enemies can attack at any moment, and you must maneuver around the grid to dodge their attacks. Use your basic blaster to lure back at them. It's weak but it has unlimited ammo.



A hit from your basic blaster will take away one hit point from an enemy. To do more damage, boot up a Battle Chip from your menu. You can use one type of chip at a time, and you won't be able to use another one until your energy meter has had time to refill.



You can hack into anything that's wired. In your mom's oven, you'll navigate a maze blocked by fire. To hollool it past fiery roadblocks, you must find the Ice Block item. Use it to extinguish the flames and reach the infected CPU.

NAMCO MUSEUM



FIVE ARCADE GREATS RESURFACE IN A CLASSIC QUARTER-MUNCHING COLLECTION

GENRE: ARCADE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: NAMCO

WEBSITE: WWW.NAMCO.COM



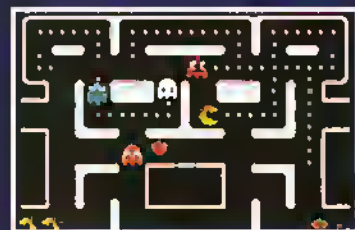
Video games come and go, but some games should have never gone away in the first place. In Namco Museum, the hit-making company has dusted off a handful of its fun classics, and all five are arcade faves which should never be forgotten—Ms. Pac-Man, Dig-Dug, Pole Position, Galaga and Galaxian.

Each vintage video game has stood the test of time, and Namco Museum presents each classic with the exact same graphics, sounds, levels and play control they sported back in the '80s.

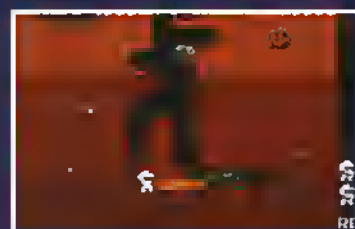
Ms. Pac-Man is the star of the hit parade, and her game of ghosts and goblin' sports a close-up scrolling mode to show off the spot-on graphics. If you'd rather see the entire maze at once, you can view a simplified, shrunken version of the graphics in full-screen mode.

To pump up the excitement, Namco has shoveled up Dig-Dug, the goofy maze-mining game filled with infamous inflatables you can pop. Galaga and Galaxian offer a double-dose of sharpshooting in space, while racing buffs can get behind the wheel of an F1 racer in Pole Position.

Unlike their arcade counterparts, Namco Museum's games are for one player only. Still, there's plenty of fun for one person to tackle, and the quarter-munching quintet boasts a gaming genre for almost everyone.



Namco Museum revives live arcade classics, including Ms. Pac-Man. The game looks and plays like the original. All the old strategies will work, so you'll be fine if you remember that the ghosts never reverse direction unless you munch a big power pellet.



Fans of shooting, racing or even the underappreciated dig-and-pump genre will have something to play in Namco Museum. In Dig-Dug, you must burrow your way to enemies to inflate and pop them. Your pump can pass through thin walls of dirt, but Fygar can breathe flames through them, too.

JURASSIC PARK III: THE DNA FACTOR



WRANGLE WITH DINOS AND THEIR DNA OR BECOME EXTINCT

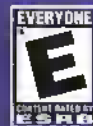
GENRE: ACTION/PUZZLE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: KONAMI

WEBSITE: WWW.KONAMI.COM



Inspired by the third movie sequel, The DNA Factor sends you to Jurassic Park on a mission to recover dinosaur DNA samples that have been scattered across the savage island after a plane crash. The game play alternates dino-dodging action with brain-busting puzzle rounds, and your adventure begins with a side-scrolling trek through the jungle.

The action levels require you to collect as many DNA components as possible. The DNA comes in four colors, and retrieving the samples won't be easy since stampeding dinosaurs and vicious velociraptors and T-rexes populate the grasslands, dinosaur pens and hatcheries. Each type of dinosaur behaves differently, and you must distract the critters with bait or fend them off using pistols, stun guns or knives.

If you've bagged a majority of the DNA when you finish a side-scrolling level, you'll play a genetics puzzle game. A spinning double helix with missing DNA pieces hovers overhead, and you must fire the samples you've collected into the appropriate gaps in the genetic sequence.

If you rake in plenty of DNA in a side-scrolling area, you'll have backup ammo to make up for missed shots. By solving the puzzle, you'll genetically engineer a dinosaur, which will appear in the platformer level that follows. Konami has tied the action and puzzle levels together, and their relationship makes the dino and DNA hunt an unusual walk in the park.

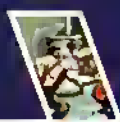


Most of the dinosaurs from the movie make Konami's game their stomping grounds. Each species behaves differently. If you're dealing with tiny dinos, face them, since they'll attack only if your back is to them. The gallimimus stampedes, so sprint up or down to avoid getting trampled.



After collecting DNA pieces in an action level, you'll load the samples into your DNA injector in a puzzle game. Aim your injector at any open circle in the DNA chain to complete the dinosaur's DNA sequence. Pink microorganisms will destroy your injector, so slide out of their way.

FINAL FIGHT ONE



A PUGNACIOUS PAK HITS HARD WITH A FISTFUL OF STREET FIGHTING ACTION

GENRE: ACTION

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: SEPTEMBER 2001

PUBLISHER: CAPCOM

WEBSITE: CAPCOM.COM



Violence

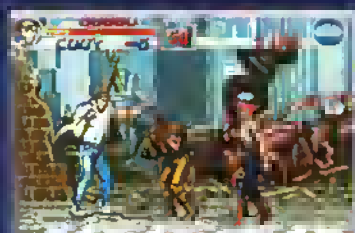
If the rock-'em, sock-'em action of Super Street Fighter II: Turbo Revival is a big hit with you, you'll find that Final Fight One packs just as much punch. Capcom's street fighting side-scroller is a cousin to Street Fighter II, and the game sports similar eye-popping graphics and hard-hitting, wham-bam fighting.

A beat-'em-up game on the go, Final Fight One sends you walking through the mean streets of Metro City to pummel thugs and stop the gang that's kidnapped the mayor's daughter. You can play as one of three characters—Guy, Cody or Haggar—and each bruiser sports his own moves and style of fighting.

Every step of the way, you'll encounter beefy bad guys whom you must punch, karate-chop, toss or kick into submission.

Final Fight first appeared in the arcades over a decade ago, and the GBA version features all of the characters and levels from the classic (including the Rolento level, which didn't make it into the Super NES version of Final Fight). Capcom's updated game also adds new story scenes for each character.

If the going gets tough, a second player can lend a fist or two. By linking up two GBAs and two Final Fight One Game Paks, two brawlers can team up and play simultaneously.



Punch or kick barrels, stacks of tires and other obstacles to uncover special power-ups or health items. Enemies will also drop items, such as knives. To pick up something, press B.



To duke it out in a two-player bash, you must have a Game Link Cable, two GBAs and two Game Paks. Link up and team up with a friend to tight side by side in a cooperative battle against the Mad Gear Gang that's terrorizing Metro City.

FORTRESS



TENSION BUILDS IN A GAME FORTIFIED WITH PUZZLE AND COMBAT FUN

GENRE: PUZZLE

PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: NOW AVAILABLE

PUBLISHER: MAJESCO

WEBSITE: WWW.MAJESCOSALES.COM



Built on a foundation of Tetris-shaped blocks, Fortress takes the bricklaying puzzle genre to new, towering heights. Unlike other stack-'em-up puzzlers, Majesco's Fortress is about building instead of block busting. It's also about combat.

The object of Fortress is to build a base outfitted with auto-firing cannons and magical towers, where wizards can summon flying attackers (like pterodactyls, dragons or UFOs) to assault your neighbor. Next door, your rival is also building a fortress, and you must race against one another, placing blocks into combo arrangements to reach the target score.

By placing the interlocking blocks into two-by-three formations, you'll transform the pieces into solid building material and score combo points. The more combos you pile up, the stronger your fort will be. If you manage to stack up a solid three-by-eight combo, you'll create a Wizard's Tower that can launch an automatic air raid.

Combat Blocks and repair men occasionally rain from the sky with your building blocks. The pieces can boost your offensive or defensive power, but you have no control over when you fire, since weapons shoot at your neighbor's fortress automatically. Occasionally, a Cannon Block will fall, though, enabling you to target and shoot a section of your rival's base manually.

For head-to-head action, Fortress features two-player Multi-Pak competition. Buttressed by a unique build-and-battle formula, two-player Fortress is a puzzle game that's built to last.



Fortress sports four levels. Each level takes place in a different time—the Prehistoric Age, Medieval Age, Pirate Age and Space Age. Your buildings, weapons and characters will look different, but the strategy remains the same.



To win the game, you must score enough combo points to reach the target score. Keep the lead by building up your offense to whittle away at your neighbor's base. If a special Cannon Block falls, place it on a solid foundation and target the crosshairs on a rival fix-it man to slow repairs.

KLONOA: EMPIRE OF DREAMS



NAMCO DREAMS UP HOVER BOARDING AND
PUZZLE SOLVING FOR PLATFORM FANS

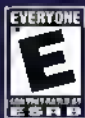
GENRE: ACTION

PLAYERS: 1

RELEASE: SEPTEMBER 2001

PUBLISHER: NAMCO

WEBSITE: WWW.NAMCO.COM



Namco's lop-eared hero, Klonoa, has a rude awakening in Empire of Dreams. Stuck in an insomniac's kingdom where dreaming is forbidden, the scruffy mascot must win a pardon from the sleepless emperor by slaying the four monsters that terrorize the magical land.

Klonoa: Empire of Dreams is a tricky platformer that spans five worlds. As the title character, you must snag the three stars hidden in each side-scrolling area to unlock additional levels. Your long ears give you limited hovering power, so you must shoot ballooning enemies with air bullets to inflate them for an extra boost. By popping enemies near cliff sides and ledges, you'll be able to double-jump to higher areas.

The 40-level game is set up like an action side-scroller, but navigating the areas requires plenty of puzzle solving and clever strategy. In addition to finding keys to open doors, you must also figure out how to reposition blocks and inflatable enemies to get the double jump on things.

In some levels, you'll hop on a hover board and schuss down the slopes to collect as many gems as possible. Inflatable baddies hang out on the course, and, if you're quick enough, you'll be able to blow them up and use them to catch air to sail through airborne gems. Klonoa's quest is spiced up with high-speed thrills and tough puzzles, and it could be a dream come true for many platformer fans.



Empire of Dreams is filled with platformer puzzles that'll have you asking, "How do I get up there?" Shoot enemies to inflate them, then carry them to cliff sides. You must use puffed-up enemies to double-jump, and they'll pop once you use them.



Hit the slopes on a hover board. Launch off ramps and inflate enemies to catch monster air and reach floating gems. You have no brakes in the hover board levels, so you'll have to be a pro boarder with quick reflexes.

TANG TANG



STRAIN YOUR BRAIN IN A PUZZLE GAME SO
NICE THEY NAMED IT TWICE

GENRE: PUZZLE

PLAYERS: 1

RELEASE: FALL 2001

PUBLISHER: TAKE 2 INTERACTIVE

WEBSITE: WWW.TAKE2GAMES.COM



If the funny name doesn't leave you a tad puzzled, the mind-bending challenges in Tang Tang will. Take 2 Interactive's puzzler is full of harried action, and the one-player game will test both your wits and reflexes as you try to reach gems by placing blocks to create stair-stepping pathways to your prizes.

Tang Tang is similar to the classic arcade head-scratcher, Solomon's Key, but Take 2 has added more things for you to collect while throwing more obstacles in your way. As you magically create blocks to pave a path to the gems, roving enemies and jettisoned projectiles sail through the arena to destroy you or your stepping-stones.

You can choose from one of four different anime-style characters to play as, but they all sport the same abilities. All of Tang Tang's colorful soldiers can jump, and you must use that ability to clear gaps and evade enemies.

Reaching the isolated gems is the main challenge in Tang Tang, but you'll also wrack your brain trying to figure out how to place blocks strategically so enemies won't be able to reach you or wipe out your path. Tang Tang tosses towering boss enemies into the puzzle mix, and the confrontational element makes the high-pressure stumper a game for quick-thinkers and even quicker fingers.



Fans of puzzle games, such as Solomon's Key, Lode Runner and Hello Kitty's Cuba Frenzy, will dig Tang Tang. As in those games, Tang Tang requires you to crush or create blocks to reach spacial items while roving enemies try to get in your way.



Unlike most puzzle games, Tang Tang calls in some boss characters to make the puzzle solving even more frantic. Oodles of enemies and timed levels lend an arcade feel to the game. It's definitely for puzzle fans who like to think on their toes.

LADY SIA



SLAY BEASTMEN AND FREE YOUR KINGDOM IN TDK'S PRINCESS PLATFORMER

GENRE: ACTION

PLAYERS: 1

RELEASE: AUGUST 2001

PUBLISHER: TDK MEDIACTIVE

WEBSITE: WWW.LADYSIAGAME.COM



Unlike other games with sword and sorcery themes, Lady Sia isn't about saving a princess. Instead, TDK's swashbuckling side-scroller puts you in control of a princess who is doing the saving. Waspmen, Sharkmen, Chameleonmen and other anthropomorphic creatures have taken over Lady Sia's kingdom, and she mounts a rescue mission to free her imprisoned people from the beastmen.

Your sword and magical powers will help you get medieval on enemies, but many of the beastmen have magical powers of their own—such as magical snares. If you can tap the A Button fast enough, you can break the spell and escape the trap. Other inspired touches include a ride on the back of a mystical bird and Lady Sia's ability to morph into a Sasquatch to battle gargantuan boss beasts.

Throughout the majestic and sprawling levels, you must find and free captured villagers. You must also be on the lookout for precious gems and magical stones to collect.

Lady Sia's quest spans 36 levels that are sure to dazzle with their colorful, detailed, cartoon-style backdrops set in dungeons, snowfields, deserts, oceans, clouds, forests and other scenic locales. Every level is set in one of four worlds, and all areas boast booby traps, bottomless pits, spiked floors, locked doors and other platformer elements to keep you on your toes and on the edge of your seat.



Throughout your journey you must uncover the powers of lightning, firestorm and flood. As you search for the magical elemental powers, you must swing your sword and launch balls of energy from your fist to rid the land of beastmen and free your people.



Lady Sia can cast her magic to defeat enemies. In boss battles, she'll transform into her savage Sasquatch form to battle hulking enemies, such as the Ice world's Giant Walrus.

SNOOD



A SHAREWARE PUZZLE GAME BUSTS A MOVE ON GAME BOY ADVANCE

GENRE: PUZZLE

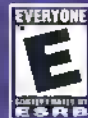
PLAYERS: 1 TO 2

GAME LINK: MULTI-PAK

RELEASE: SEPTEMBER 2001

PUBLISHER: DESTINATION

WEBSITE: WWW.SNOOD.COM/GBA.HTML



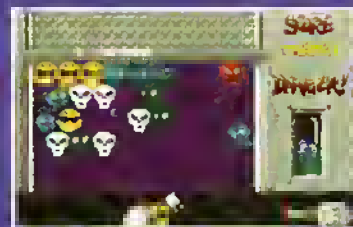
After being downloaded by PC and Mac users, the popular shareware game, Snood, is going portable. Thanks to Destination Software, puzzle fans will get to play the game on GBA, and it will sport new graphics, new characters and new puzzle pieces.

Anyone familiar with Bust-a-Move will know how to play Snood, since the ricocheting puzzle action is identical in both games. Smiley faces and other goofy mugs dangle overhead in snaking arrangements that slowly close in on you. Before the ceiling space shrinks to nothing, you must aim your cannon and fire matching faces at the formation. If you can make a match of three or more Snoods, you'll eliminate those pieces in the chain.

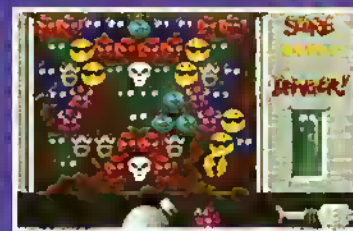
Snood for GBA introduces a Wild Card Snood and a special piece that eliminates every surrounding Snood to keep the puzzle action unpredictable and fresh for old Snood pros.

The game is easy to learn but hard to put down, and Snood offers five difficulty levels, ranging from the easygoing Child level to the relentless Evil level.

Solo players have four ways to tackle the puzzles, ranging from Classic Mode and Time Attack to Puzzle Mode and Journey Mode. For two players, Snood's fifth mode offers head-to-head competitions with Multi-Pak puzzling via Game Link Cable.



Snood is like Bust-a-Move with happy faces instead of bubbles. Aim your cannon at matching groups of faces to erase them. Bounce shots off the sidewalls to ricochet your Snood into tight spots.



Every time the meter on the right side of the screen tilts up, the ceiling will lower. If space gets so cramped that a dangling Snood dips down to ground zero, you'll lose. Keep Snoods at a distance by shooting away branches that support many Snoods.

Spyro played here.



Spyro's hotter than ever on Game Boy Advance. With over 20 new levels and 3D worlds, it's big Spyro action in the palm of your hand. Just be careful where you play.



LEGO ISLAND 2: THE BRICKSTER'S REVENGE



A PIZZA BOY MUST DELIVER A LEGO MAN ON THE LAM IN A MINIGAME ADVENTURE

GENRE: ADVENTURE

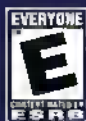
PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: FALL 2001

PUBLISHER: LEGO

WEBSITE: WWW.LEGO.COM/SOFTWARE



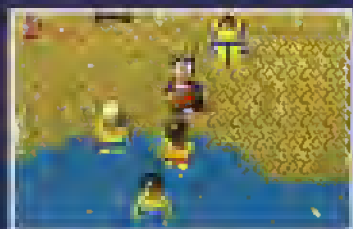
Comic
Mischief

Playtime gets serious on an island constructed from toy blocks when the resident mischief maker escapes from jail and deconstructs the town's buildings brick by brick. As Pepper the skateboarding pizza boy, you must help the town rebuild by hunting down Brickster the fugitive and the pages of building plans he's scattered about the island.

Though LEGO Island 2: The Brickster's Revenge has been available on Game Boy Color since spring, the revamped GBA version is an all-new action-adventure spruced up with minigames, multiplayer competitions, bold graphics and zany dialogue.

Armed with a pizza shooter, you must explore the giant city while blasting enemy robots and searching for lost Constructopedia pages and collectible character cards. The island contains 40 different cards, and you can trade them with friends using the Game Link Cable. You can also link up for the madcap adventure's four-player Multi-Pak minigames: Jet Lander, T-rex Racing and Catch-a-da-Pizza.

Every step of the way you'll meet townspeople who'll reward you with special items if you can run a challenging errand for them. Whether you're racing against the clock in a timed pizza delivery run or busy unlocking one of the 18 one-player minigames (such as Whack-a-Bot), LEGO Island 2 will entertain adventurers with game play that's as colorful and diverse as the LEGO toys themselves.



LEGO Island 2: The Brickster's Revenge is completely different from the Game Boy Color version of the game. While both the GBC version and GBA version feature classic adventure elements, the GBA update also touts more characters, challenges, collectibles and fun.



The game sports three multiplayer minigames and 18 single-player minigames, including a deep-sea dive and shooting gallery. In the Joust minigame, knock the Dark Knight off his horse. Alternately lap A and B to power your gallop, then use the Control Pad to aim your lance.

PAC-MAN COLLECTION



CHEW ON THIS: FOUR PAC-MAN GAMES PACKED INTO ONE GBA GAME PAK

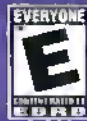
GENRE: ARCADE

PLAYERS: 1

RELEASE: NOW AVAILABLE

PUBLISHER: NAMCO

WEBSITE: WWW.NAMCO.COM



Since the early 1980's, Pac-Man has starred in numerous maze-crazy, ghost-munching games. Pac-Man Collection from Namco rounds up four of his greatest hits from the arcades and home consoles: Pac-Attack, Pac-Mania, Pac-Man Arrangement and the original Pac-Man.

Fans of the classics will favor Namco's faithful reproduction of Pac-Man, complete with authentic graphics, sounds and all of the levels from the original arcade game.

If you like classic Pac-Man action but have a hankering for some new twists, Pac-Man Arrangement is a game you'll eat up. The updated version of the original features radically different mazes (including hedge mazes and stacks of multitiered labyrinths) stocked with warps, dash pads and cool power-ups for the ghosts and the gobbler.

For a new perspective on Pac-Man—a three-quarter view perspective of Pac-Man, to be exact—try Pac-Mania. The 3-D version of the game rolls out larger mazes and gives you the ability to hop over ghosts.

Pac-Man Collection even offers something for puzzle fans. Similar to Tetris, Pac-Attack showers you with a downpour of blocks. Ghosts appear in some of those block formations, and you must position your Pac pieces strategically so the yellow ball of fun can munch them when he lands.



In addition to the original Pac-Man, Namco's collection features Pac-Mania, a 3-D update of the classic. Pac-Man has the ability to jump in Pac-Mania, so you can use the move when a ghost has got you cornered.



The only puzzle game in the bunch, Pac-Attack still retains the Pac-Man flavor. The block-busting game is similar to Tetris, but the main goal is to arrange ghosts in a row so your Pac-Man piece can munch as many of the specks as possible.

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BACK TRACK



TAKE AIM IN A 3-D SHOWDOWN THAT SHOOT FOR THE MOON

GENRE: SHOOTER

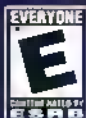
PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: SEPTEMBER 2001

PUBLISHER: TELEGAMES

WEBSITE: WWW.TELEGAMES.COM



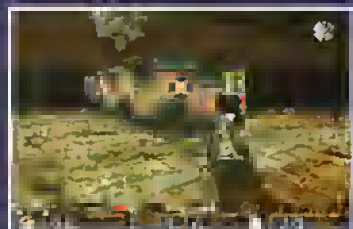
Trigger-happy fans of first-person shooting games will want to set their sights on Back Track, one of the first GBA games to sport 3-D run-and-gun action à la Doom and Quake. The sci-fi shoot-out from Telegames lets the bullets fly across 12 levels, and every area is stocked with winding corridors and laser-firing aliens and robots that lurk around every corner.

The main mode of Back Track is a one-player adventure that sends you to the dark side of the moon to secure a facility overtaken by aliens. The creatures have been abducting humans for months, and it's up to you to rescue the surviving prisoners who haven't been assimilated by the aliens.

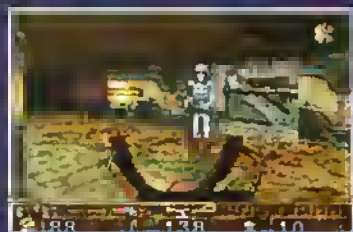
Armed to the teeth with nine cool weapons, including a machine gun, halloon blaster and vacuum cleaner, you must blast your way past alien troopers to free the 100-plus captives and initiate the base's self-destruct sequence before blasting off for home.

Of course, the main feature that any 3-D shooting fan wants in a game is a multiplayer battle mode, and Back Track aims to please with its four-player Multi-Pak shoot-outs. Solo players can also play a one-player version of the battle mode in a showdown against three CPU-controlled robots.

Fully loaded with fun for one to four players, Back Track hits the mark when it comes to delivering intense shoot-'em-up action on Game Boy Advance.



Back Track quakes onto Game Boy Advance with Duke Nukem-style game play. On a rescue mission to free abducted humans, you must target enemy aliens. Avoid danger while keeping an eye on your enemy by sidestepping out of the line of fire. Press L or R to sidestep.



Smooth, rotating 3-D graphics and a four-player Game Link battle mode (four Game Paks are required) are the standout features of Back Track. The weapons are pretty cool, too. Hit B to cycle through your arsenal of firearms, including a laser rifle, slingshot and pocket knife.

F-14 TOMCAT



TAKE OFF FOR THE WILD, BLUE YONDER IN MAJESCO'S DOGFIGHTING GAME

GENRE: ACTION

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: FALL 2001

PUBLISHER: MAJESCO

WEBSITE: WWW.MAJESCOSALES.COM



Mild Violence

Aim high and fly the unfriendly skies inside the cockpit of a fighter plane in F-14 Tomcat. In Majesco's dogfighting shoot-'em-up, one to four players can take off for bogey-blasting, jet-powered action (Multiplayer Mode is available only through Multi-Pak play).

Set amidst a fictional conflict over the Pacific, F-14 Tomcat gives you clearance to take off from an aircraft carrier and permission to target any fliers who violate the no-fly zone. As enemy MiGs pop up on your radar, you must swoop and barrel-roll to keep them off your tail and in your sights.

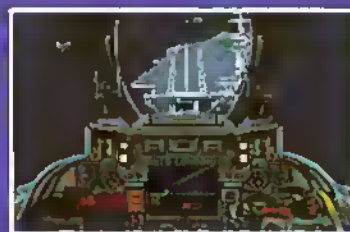
You view the action from an inside-the-cockpit perspective, and a tap of the L or R Button will allow you to look over your shoulder at pursuing fighters.

F-14 Tomcat takes wing mainly with Mach-speed action, though some flight simulation elements play into Majesco's flight of fancy. Your jet has a limited fuel supply, so if you're running low, you must track down the tanker aircraft for a mid-air refill. You can refuel only once per mission, so you can't waste time when engaging the bogeys in your airspace.

After you've completed a mission, you must return to the aircraft carrier and make a successful landing. Since F-14 Tomcat is big on arcade action, you won't have to wrangle with complex sim setups for anything you do. Instead, the game lets you concentrate on dogfighting and top-gun fun.



You can fly by night, during the day or at sunset. Keep one eye on your fuel level and another on your radar. Incoming bogeys are threatening the no-fly zone and you must destroy them on your one-player missions or dogfight with up to three friends in a multiplayer tilt.



In addition to shooting up enemy planes, you must protect your aircraft carrier and land on it when you've accomplished your mission. Familiarize yourself with touching down in the Practice Landing portion of the game.

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SEPTEMBER 2001



Destroy traps and barricades and run from dinosaurs to escape from Jurassic Park Island

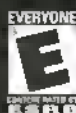
- Outmaneuver 8 species of dinosaurs with unique AI and abilities
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NOVEMBER 2001

GAME BOY ADVANCE

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A Note to Parents: The Jurassic Park films are rated PG-13. Consult www.filmratings.com for further information.



DRIVEN



STALLONE GETS INTO THE ZONE IN AN EXPLOSIVE RACING GAME

GENRE: RACING

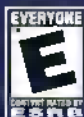
PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: FALL 2001

PUBLISHER: BAM! ENTERTAINMENT

WEBSITE: WWW.BAM4FUN.COM

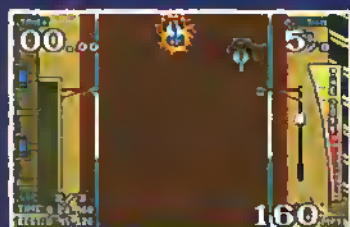


After blazing into movie theaters, Sylvester Stallone's exhibition of speed is burning up the tracks on GBA. Driven is based on Sly's Formula One racing flick, and Bay Area Multimedia has shifted into overdrive to create a white-knuckle racing game that's as explosive and exciting as the movie.

Driven revs up the action with seven racing modes: Arcade, Single Race, Testling Session, Scenario, Multiplayer, Bonus Round and Championship. Speed demons can steer open-wheel race cars through eight international tracks, and you can even take to the city streets in a high-speed chase amidst oncoming traffic.

Hit the road representing one of six racing teams and play as one of 12 different drivers. Up to four drivers can compete at once using a Game Link Cable, four GBAs and four Driven Game Paks.

Hollywood-style explosions and crashes that send cars spinning through the air will keep your heart racing. The coolest part of Driven, though, is the innovative Zone Meter. By steering through the zigzagging, congested streets without hitting anything, you'll fill up your Zone Meter. When your meter tops out, you'll enter "The Zone," achieving peak performance and a jolt of lightning speed. Just like the movie, Driven rolls out over-the-top action that's explosive, fast, furious and very fun to look at.



Driven features still competition from the CPU cars and four-player Multi-Pak F1 racing. Stay ahead of the pack with perfect driving to reach "The Zone." If you fill up your Zone Meter, your car will sport a red-hot glow and you'll be able to blaze through the track with a boost of maximum speed.



When you have a collision, your car will spin out or smoke will come out of your ride. Drive carefully or you'll get in a wreck. Then again, that could be pretty cool since Driven features spectacular crashes and explosions.

JIMMY NEUTRON: BOY GENIUS



WISE UP TO SMART ACTION WITH NICKELODEON'S LATEST BRAINCHILD

GENRE: ACTION

PLAYERS: 1 TO 4

GAME LINK: MULTI-PAK

RELEASE: FALL 2001

PUBLISHER: THQ

WEBSITE: WWW.THQ.COM



Soon to be the star of his own computer-generated motion picture in December and a Nickelodeon TV series slated for fall 2002, Jimmy Neutron: Boy Genius is so smart he's even landed a starring role in his own Game Boy Advance adventure. Following the plot of the movie, THQ's action game sends the 10-year-old brainiac on a quest to stop the Yokian aliens, who have kidnapped the world's parents.

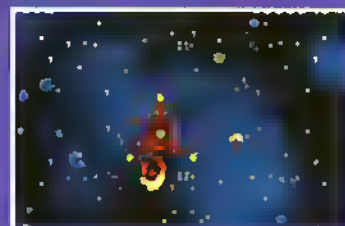
The sci-fi excitement unfolds mostly in side-scrolling levels set in earthbound locales, including the Retroland amusement park, and out-of-this-world areas, such as the Yokian moon. In some levels, you'll play as Jimmy, who can fire his shrink ray at snakes, Yokians, killer bees and other enemies. In other levels, you'll play as Jimmy's robot dog, Goddard, which can pull itself to the ceiling using a grappling line.

Both boy genius and bionic dog can take flight if they can find a rocket battery to hang around so they can juice up. Many of the collectible items you're looking for—such as rocket parts—float in the sky and you'll have to hunt high and low to score 100% in a level.

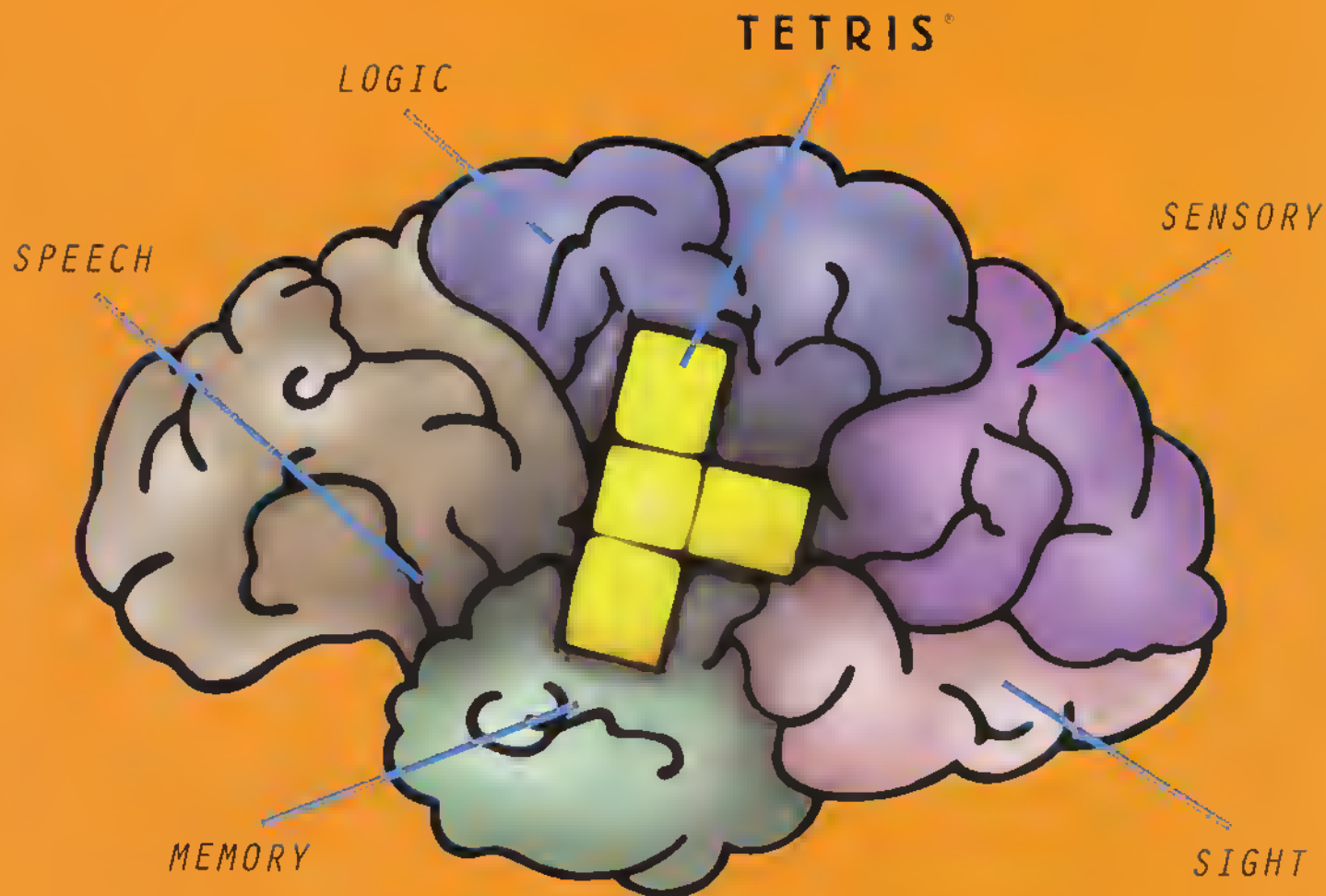
When you're not exploring side-scrolling levels or top-view areas, you'll charge full-speed ahead in the game's behind-the-ship rocket levels. For even more variety, the cheery action game blasts off with multiplayer platform and racing levels that allow you to play as characters such as hapless Carl Wheezer.



He looks like Bob's Big Boy, but you'll soon recognize Jimmy from his upcoming movie and TV series. You can play as the boy genius or his dog, and you'll explore areas, such as the sewer and a meteor. In Retroland, ride roller-coaster cars and use your rocket pack to hover to out-of-reach collectibles.



Once you've collected all of the parts Jimmy needs to build his rocket, you'll blast off for space to pursue the Yokian aliens. You'll rocket straight into an asteroid belt, so steer clear of debris and enemy fire and turn the rocks and Yokian pods to space dust by shooting them.



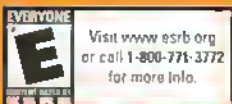
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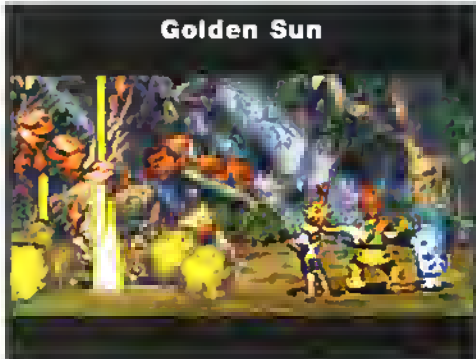


ADVANCE PEEKS

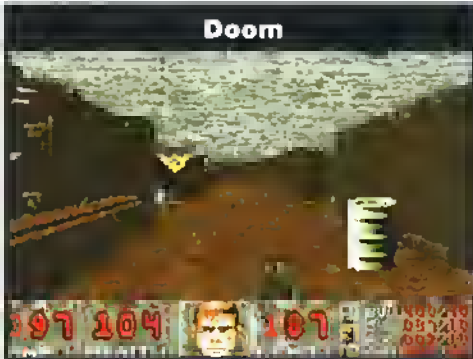
WHAT'S COMING UP FOR GAME BOY ADVANCE

This month's Advance Peeks is a showcase of stunning graphics and dynamic game play. Golden Sun is a huge RPG on its way from Japan while Activision's GBA version of Doom is an amazing recreation of the classic first-person shooter. Familiar names, such as Spyro the Dragon and NFL Blitz have also appeared on our radar. Arcade favorite Frogger dodges more than cars and gators in his new adventure. And there are new takes on other classic games, such as Gradius, Prehistorik Man and Spider-Man. In fact, dozens of new games are advancing toward release by the end of 2001.

Golden Sun



Doom



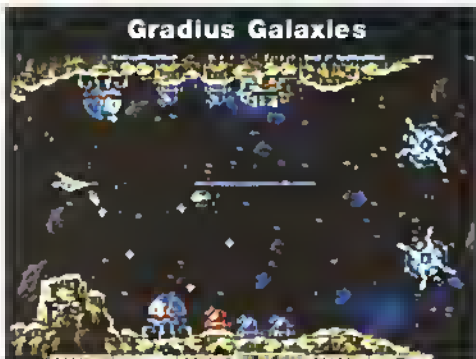
Spyro: Season of Ice



NFL Blitz 20-02



Gradius Galaxies



Frogger's Adventures: Temple of the Frog



Prehistorik Man



Spider-Man: Mysterio's Menace



UPCOMING GAME BOY ADVANCE TITLES

AERIAL ACES
BACK TRACK
BANJO-KAZOOIE: GRUNTY'S REVENGE
BATMAN: VENGEANCE
BONX
BREATH OF FIRE
BREATH OF FIRE II
CAESARS PALACE
CRAZY CHASE
DARK ARENA
DEXTER'S LABORATORY
DIDDY KONG PILOT
DONKEY KONG COCONUT CRACKERS
DOOM
ECKS VS. SEVER
EUROSOCCER
F-14 TOMCAT
FIEVEL: AN AMERICAN TAIL
THE FLINTSTONES
FROGGER'S ADVENTURES: TEMPLE OF THE FROG
GOLDEN SUN
GRADIUS GALAXIES
HARRY POTTER AND THE SORCERER'S STONE
KAO THE KANGAROO 2
LADY SIA
LAND BEFORE TIME
LEGACY OF GOKU
LEGO ISLAND II: THE BRICKSTER'S REVENGE
LEGO RACERS II
M&Ms: LOST IN TIME
MAT NOFFMAN'S PRO BMX
MECN PLATOON
MEN IN BLACK
METROID IV
MIDNIGHT CLUB
MLB SLUGGERS
NFL BLITZ 20-02
NNL NITZ 20-02
PAINTBALL
PNALANX
PLANET MONSTERS
POCKY & ROCKY
POWERPUFF GIRLS
PREHISTORIK MAN
ROCKET POWER
ROGUE SPEAR
RUGRATS: CASTLE CAPERS
SABREWOLF
SCOOPY-DOO AND THE CYBER CHASE
SNAUN PALMER'S PRO SNOWBOARDER
SILENT HILL
SMUGGLER'S RUN
SONIC THE HEDGEHOG
SPIDER-MAN: MYSTERIO'S MENACE
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
SPYRO: SEASON OF ICE
STAR WARS: JEDI POWER BATTLES
SUPER MARIO BROS. 3
SUPER MARIO WORLD
TACTICS OGRE GAIDEN
TARZAN
TETRIS WORLDS
TINY TOONS (2 titles)
WARIO LAND FOR GBA
WORLD WRESTLING FEDERATION
X-MEN: REIGN OF APOCALYPSE
YOSHI'S ISLAND
YOSHI'S STORY

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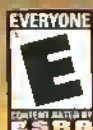
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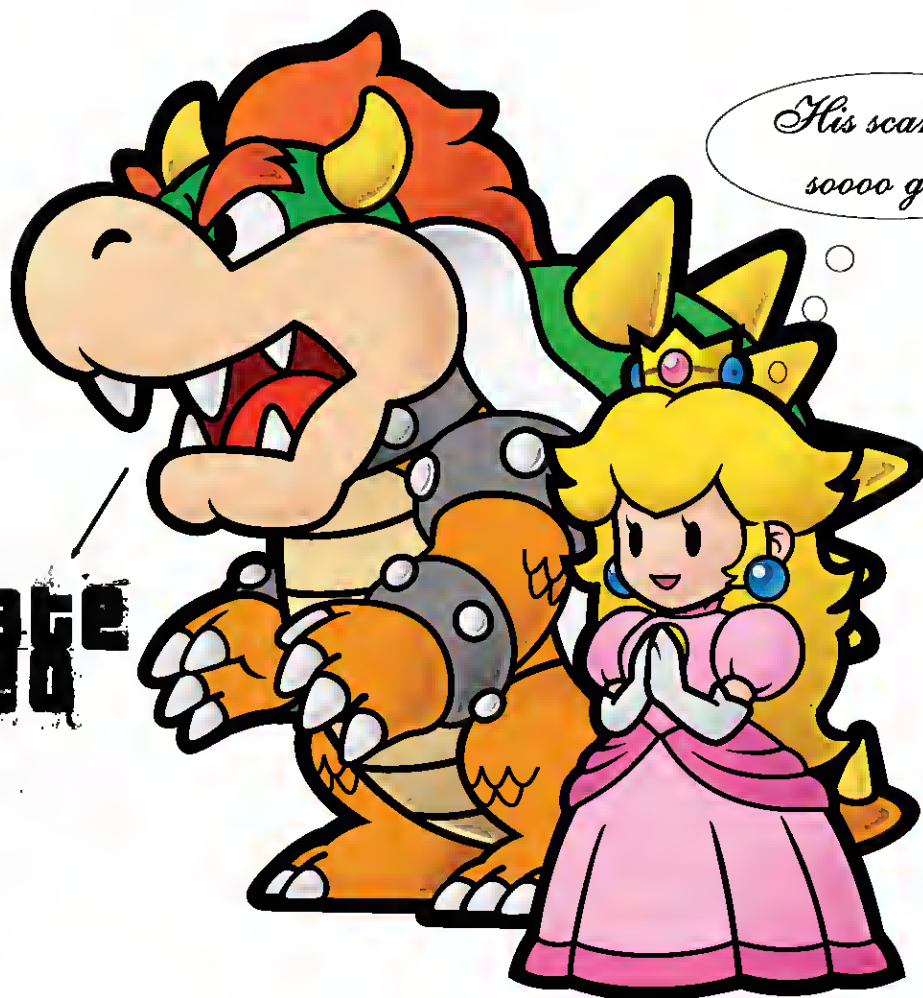


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